

“Lady Rainicorn of the Crystal Dimension”

1034-232

Design Board

Date 09/22/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/22/15
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

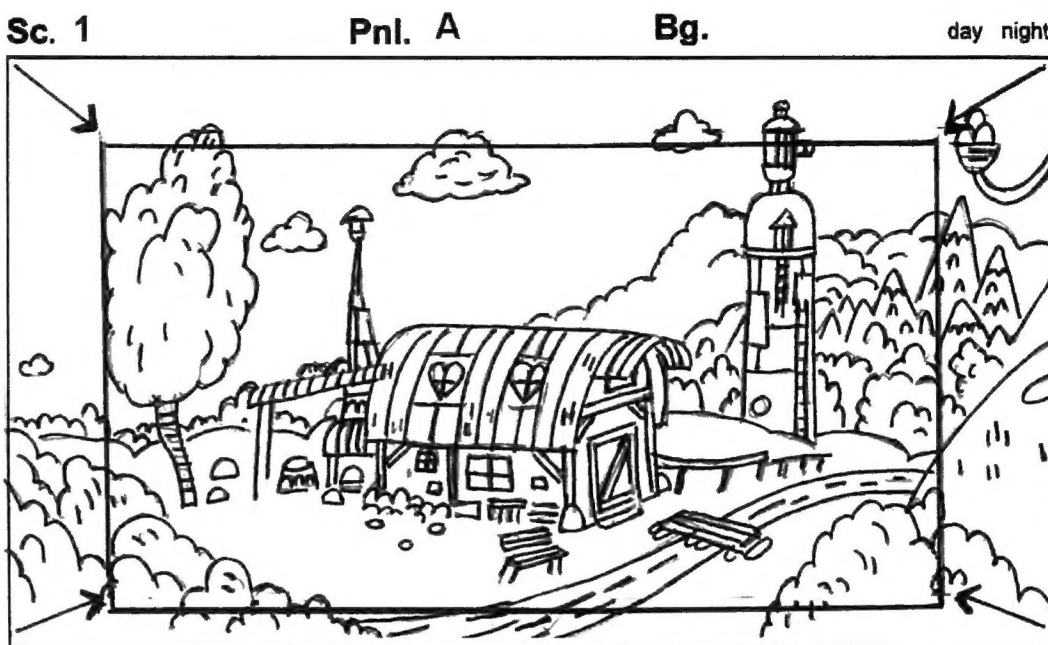
Storyboard by
Graham Falk

Animation Studio
RDK

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night



Dialog:	<u>SFX:</u> Tinkle tinkle
Action:	Wide on Lady Rainicorn's barn. Drift in.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



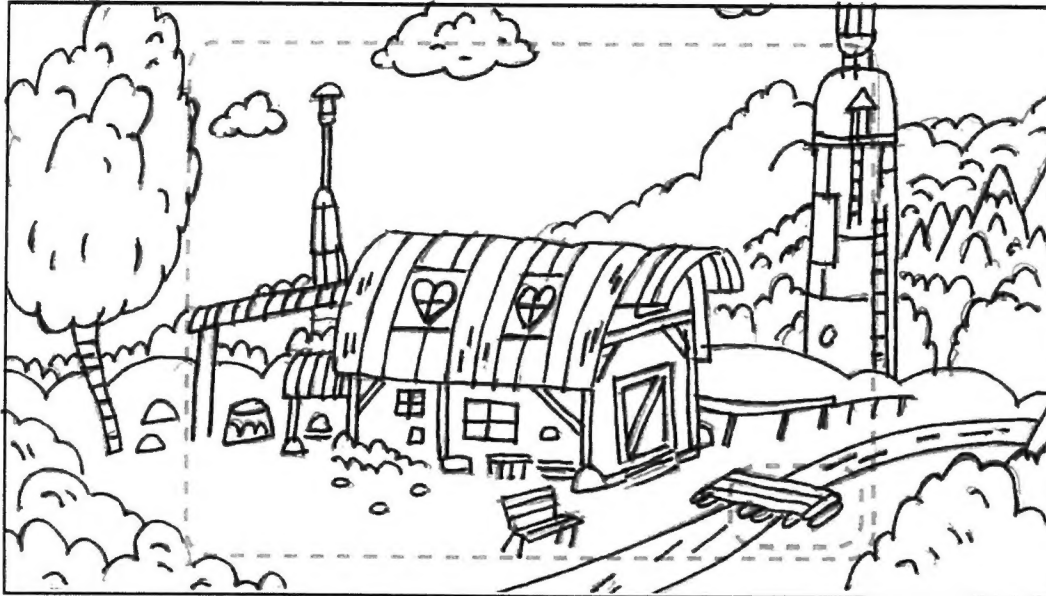
Page 02

Sc.01

Pnl. B

Bg.

day night



Sc. 2

Pnl. A

Bg.

day night



Dialog:

Action:

On TV, just lying in bed. (He's awake).

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 2

Pnl. B

Bg.

day night



Sc. 2

Pnl. C

Bg.

day night



Dialog:

TV: [Inhales]

TV: Fffooof! [Blowing]

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 2A

Pnl. A

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

SFX: Tinkle tinkle

Action:

Timing:

ADVENTURE TIME

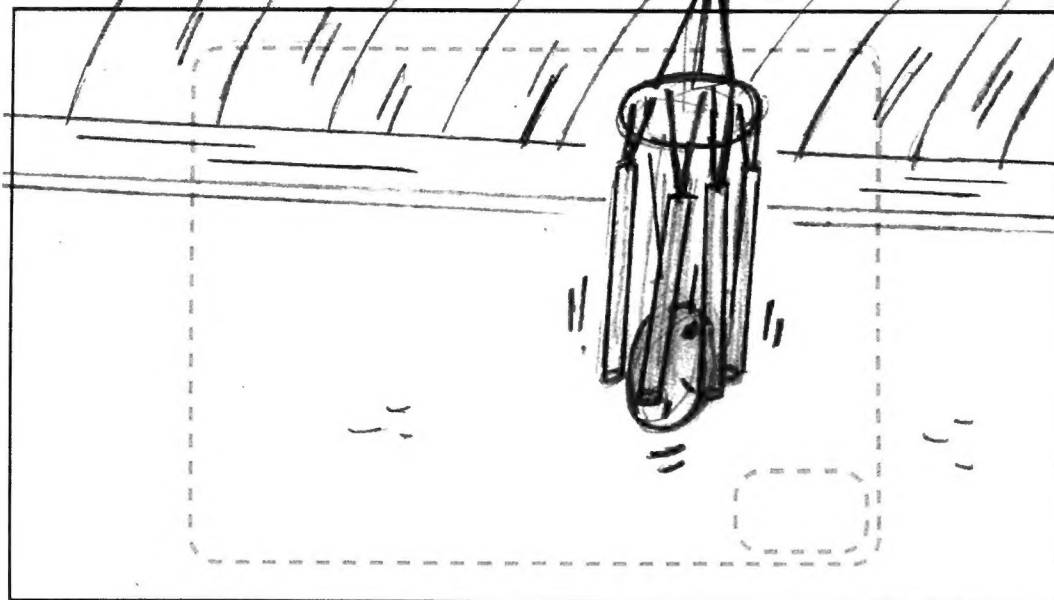


Sc. 2A

Pnl. B

Bg.

day night



Sc. 2B

Pnl. A

Bg.

day night



Dialog:

SFX: Tinkle tinkle

[DOOR OPENING]

SFX: * CREAK *

Action:

Timing:

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Sc. 3

Pnl. A

Bg.

day night



Sc. 3

Pnl. B

Bg.

day night



Dialog:	<u>Lady Rainicorn</u> : TV . . .	<u>LR</u> : It's noon. Are you getting up?
Action:	~ LR peeks into TV's room.	
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 07

Sc. 4

Pnl. A

Bg.

day night



Sc. 4

Pnl. B

Bg.

day night



Dialog:

TV: NAW, I'M GOOD HERE , , ,

TV: Mom, give me some money.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

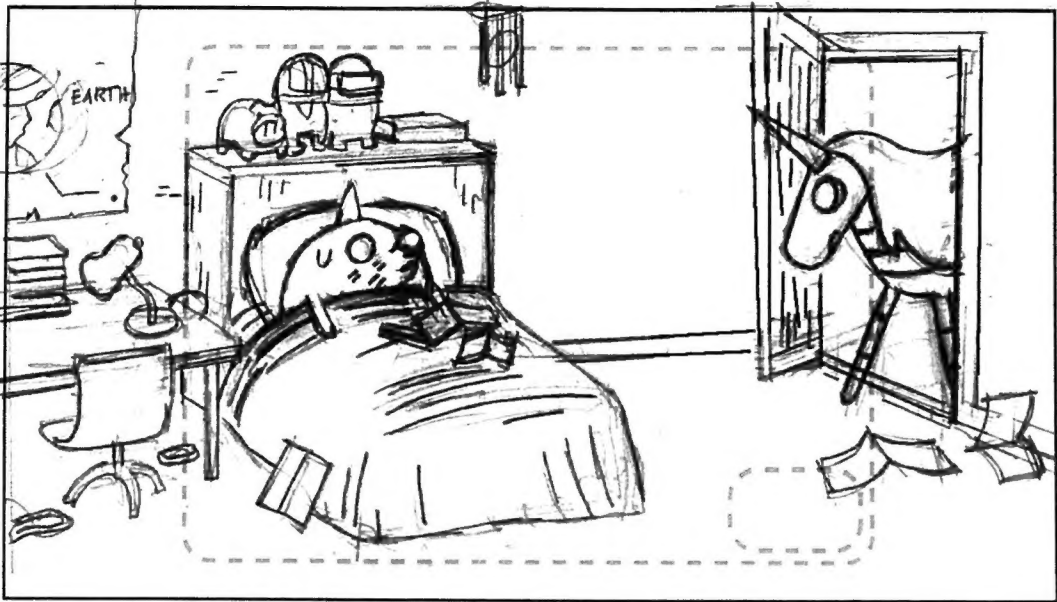


Sc. 5

Pnl. A

Bg.

day night

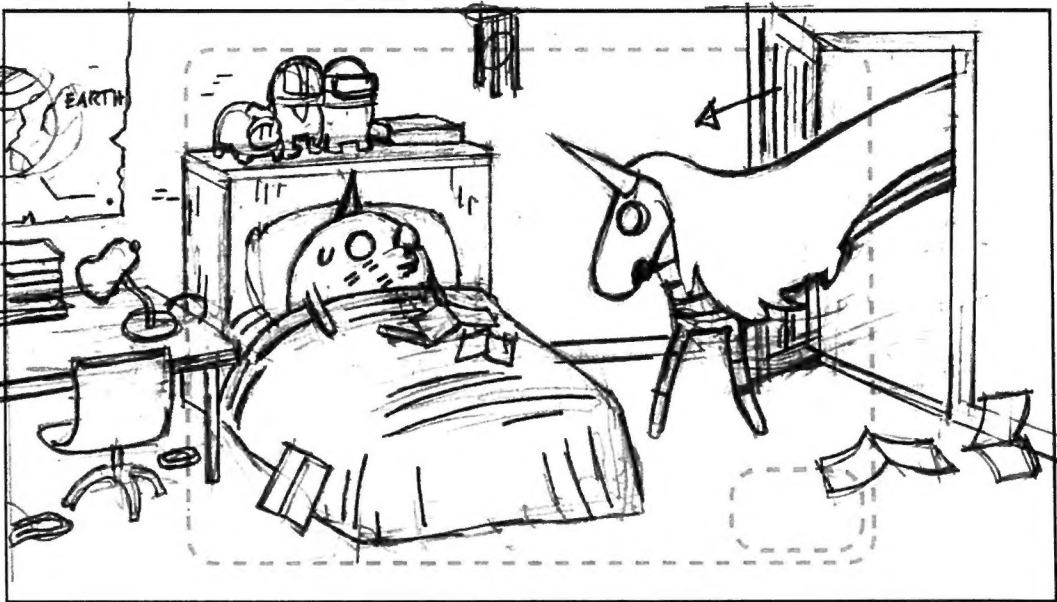


Sc. 5

Pnl. B

Bg.

day night



Dialog:

LR: TV, get a job!

Action:

- LR walks into TV's room.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



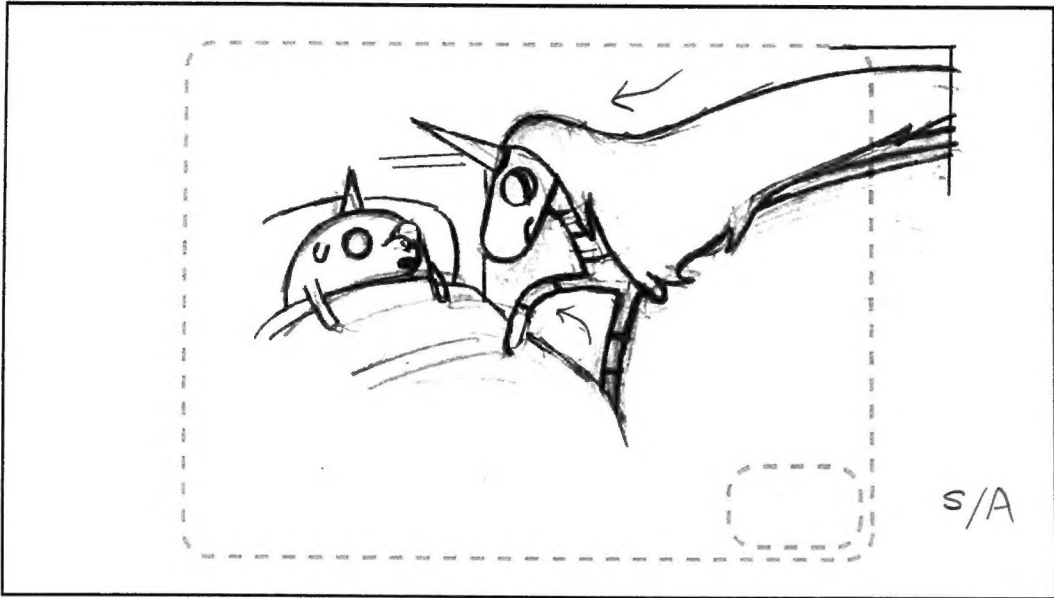
Page 09

Sc. 5

Pnl. C

Bg.

day night

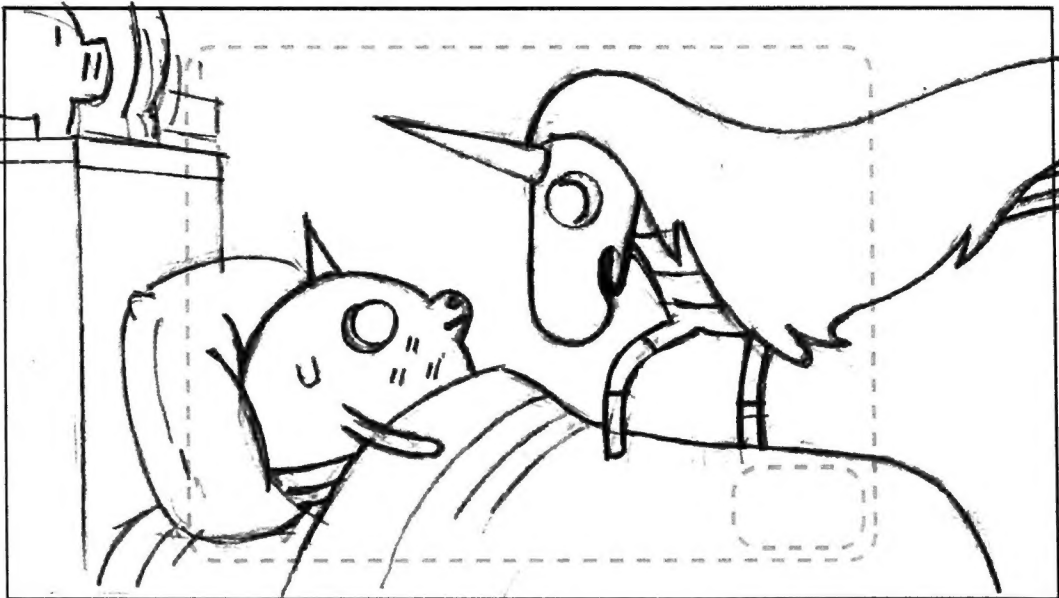


Sc. 6

Pnl. A

Bg.

day night



Dialog:

TV: -- a job!

LR: LISTEN, I WILL --

Action:

- LR PUTS HOOF ON BCD.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

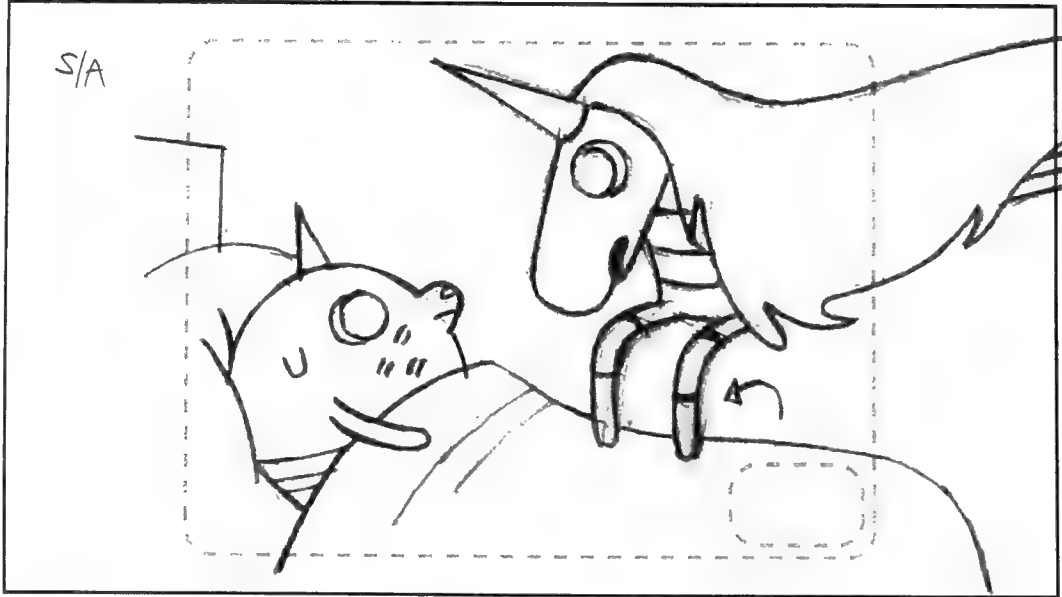


Sc. 6

Pnl. B

Bg.

day night

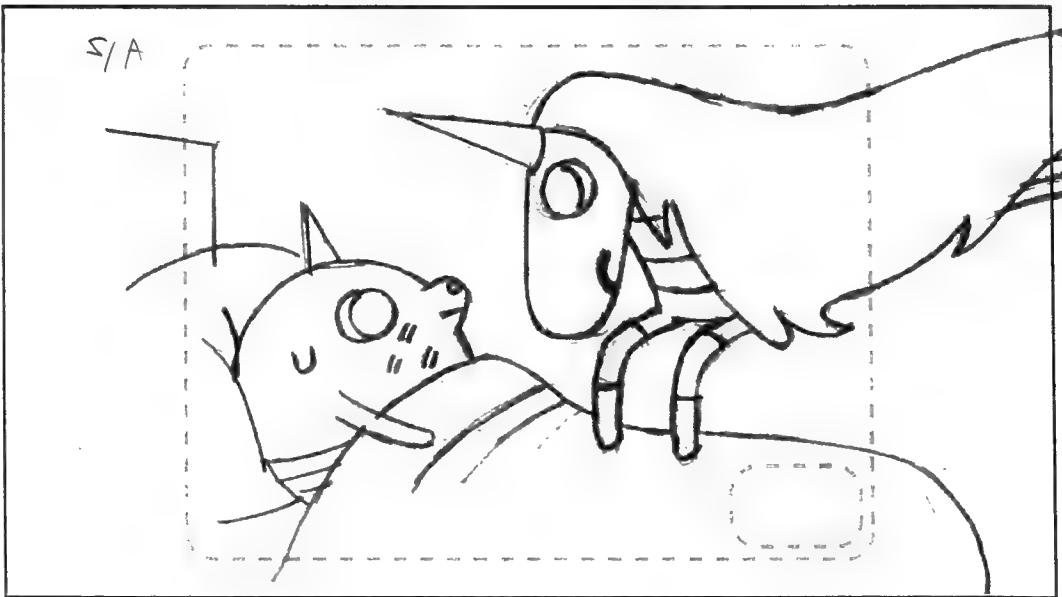


Sc. 6

Pnl. C

Bg.

day night



Dialog:

LR: -- provide you with food --

LR: -- and you can keep using my shampoo --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



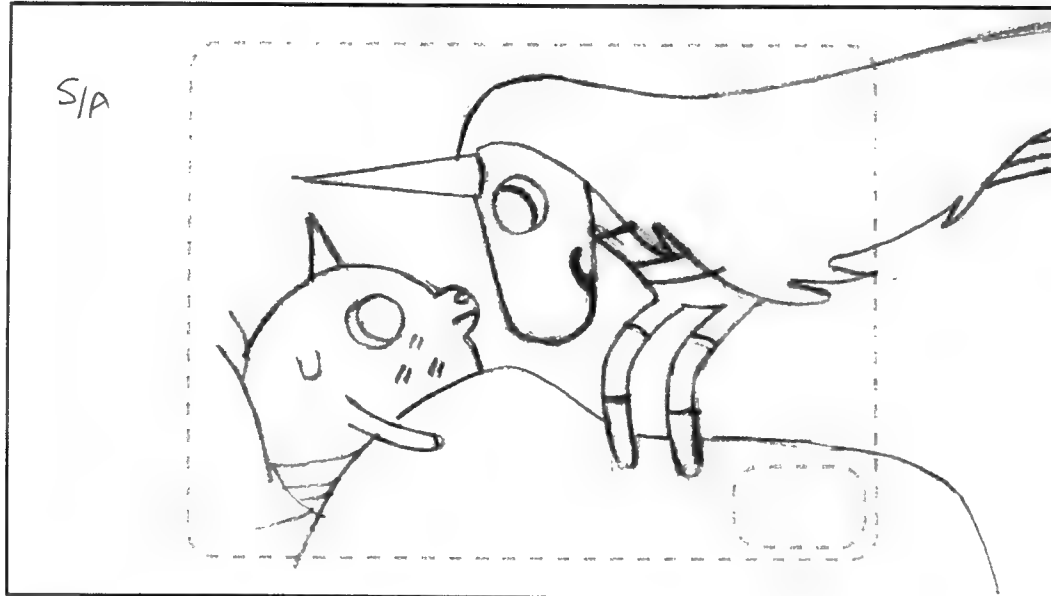
Page 11

Sc. 6

Pnl. D

Bg.

day night

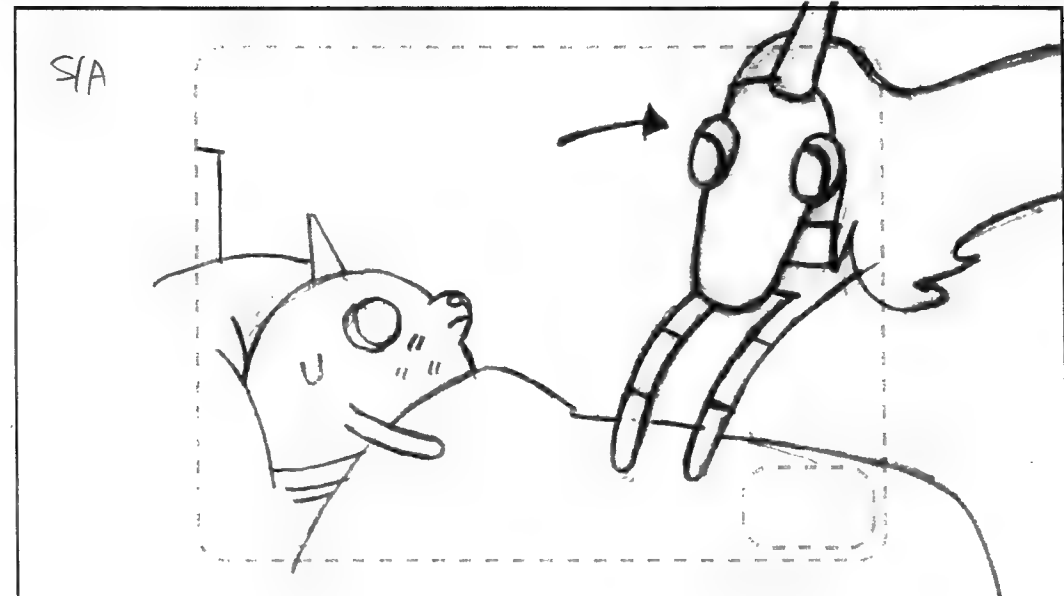


Sc. 6

Pnl. E

Bg.

day night



Dialog:

LR: -- but if you want money you
have to get a job.

LR: Now I'm going --

Action:

Timing:

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ADVENTURE TIME

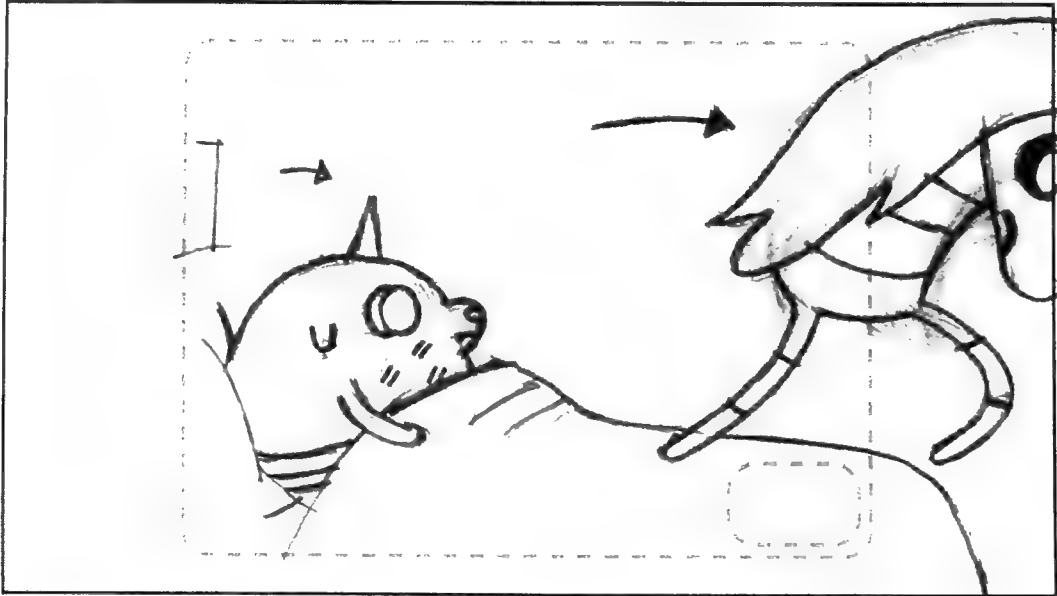


Sc. 6

Pnl. F

Bg.

day night

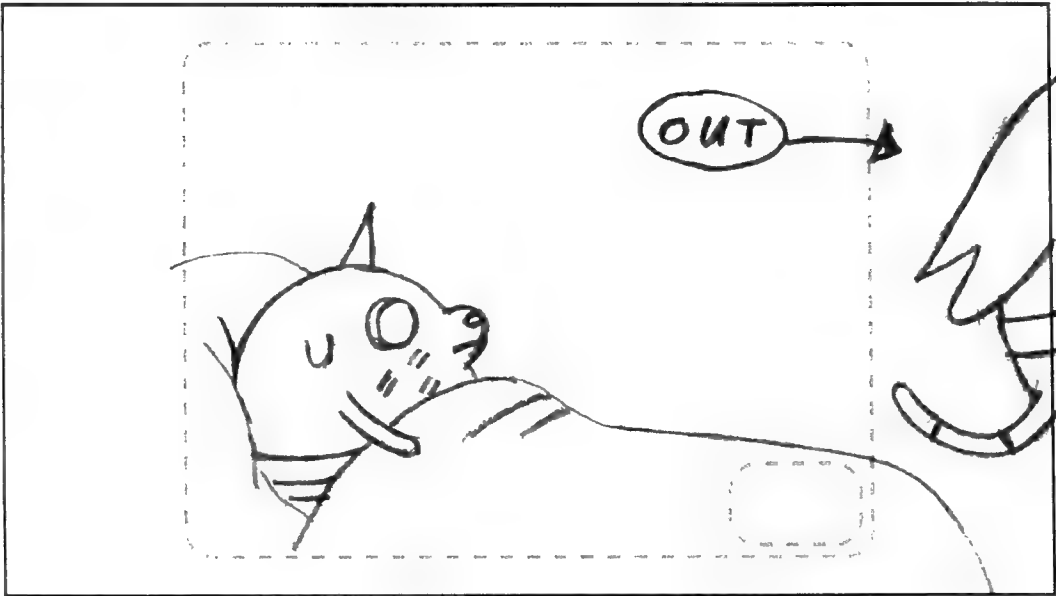


Sc. 6

Pnl. G

Bg.

day night



Dialog:

LR: -- OUT TO LUNCH.

Action:

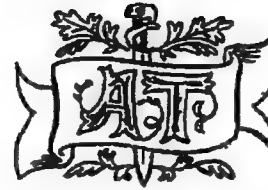
- LADY TURNS AND EXITS SCENE.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



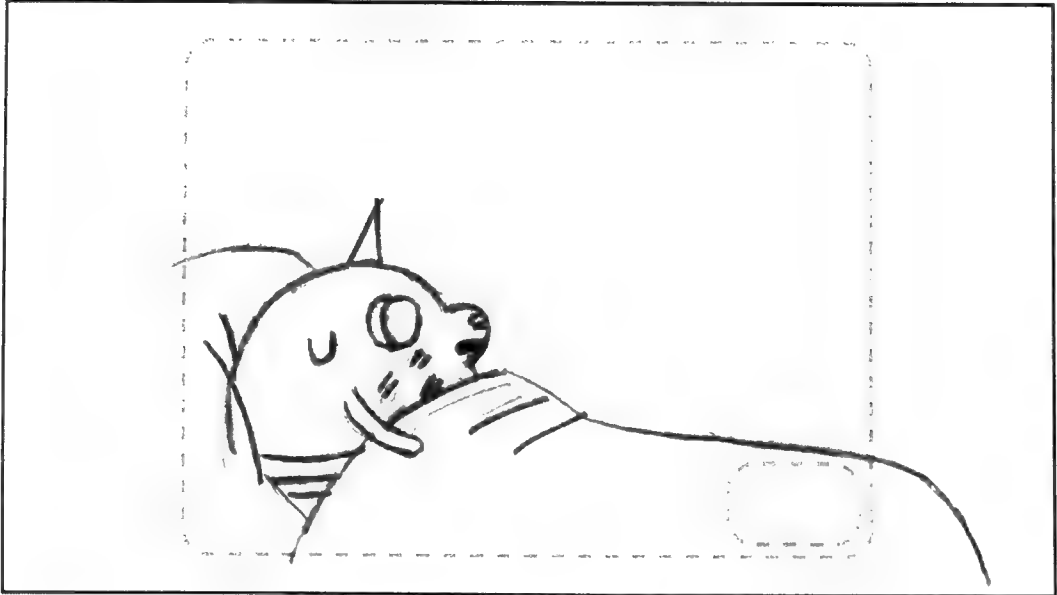
Page 13

Sc. 6

Pnl. H

Bg.

day night

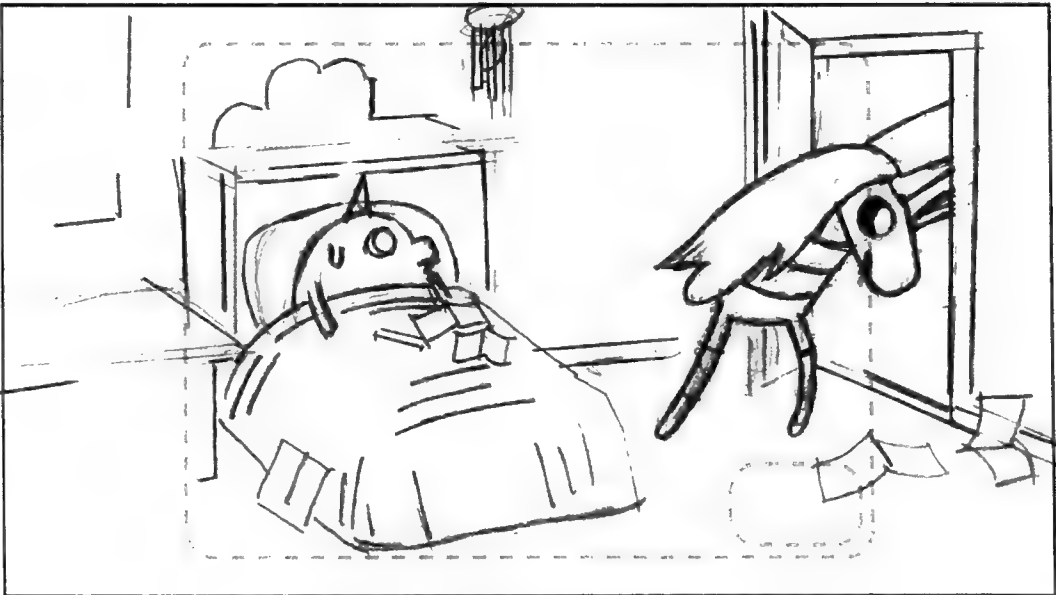


Sc. 7

Pnl. A

Bg.

day night



Dialog:

TV: Lunch with who?

LR: With Princess Bubblegum.

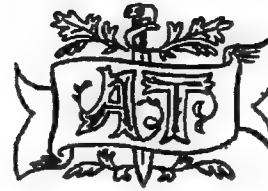
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



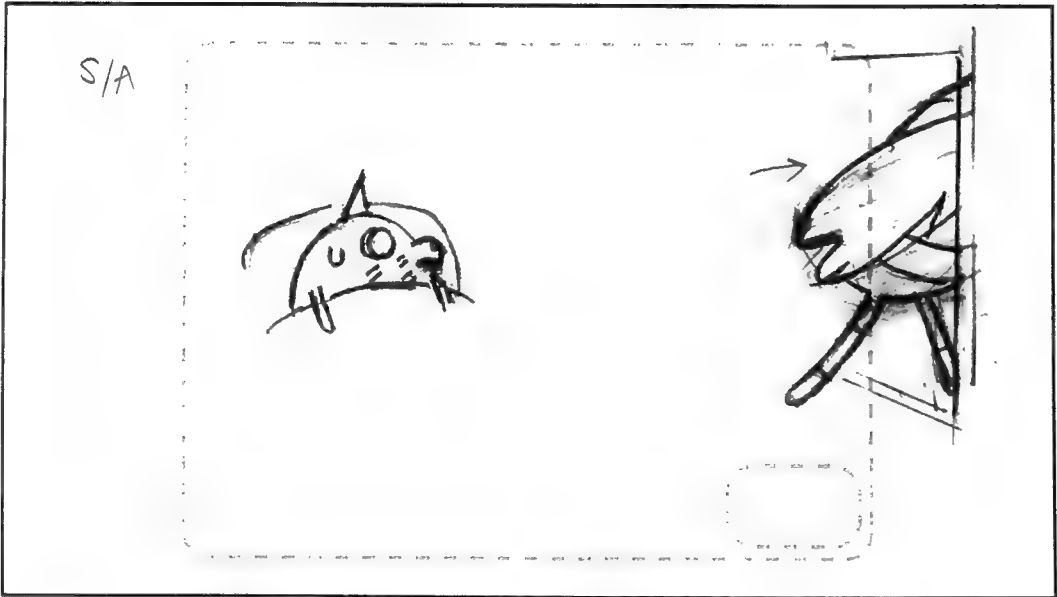
Page 14

Sc. 7

Pnl. B

Bg.

day night

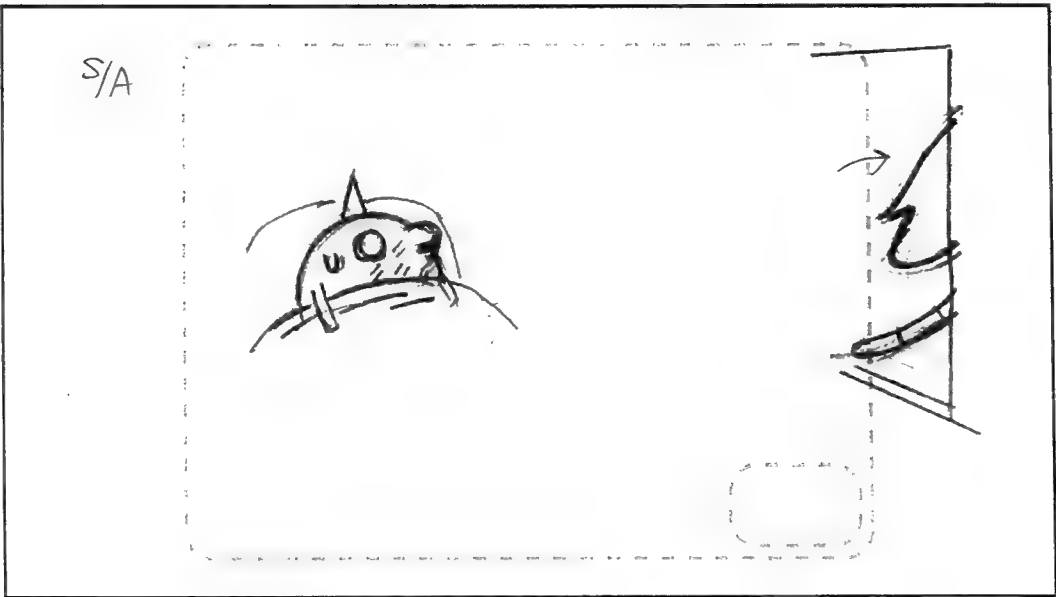


Sc. 7

Pnl. C

Bg.

day night



Dialog:

TV: Princess --

TV: -- Bubblegum? Do you guys
even hang out anymore?

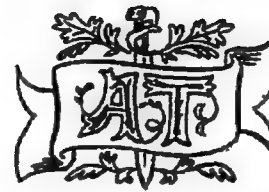
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 15

Sc.

Pnl.

Bg.

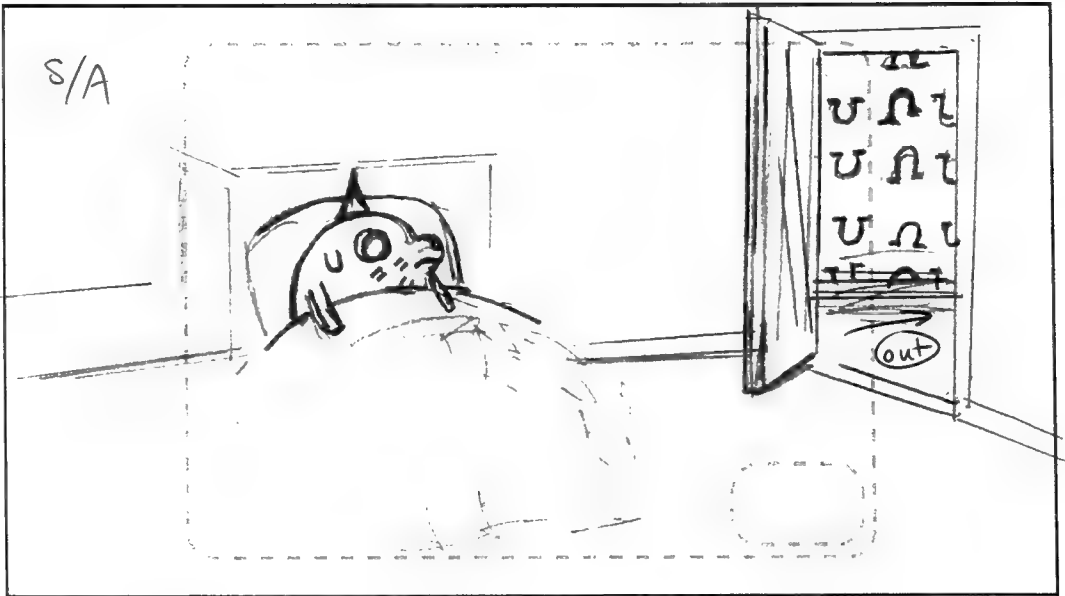
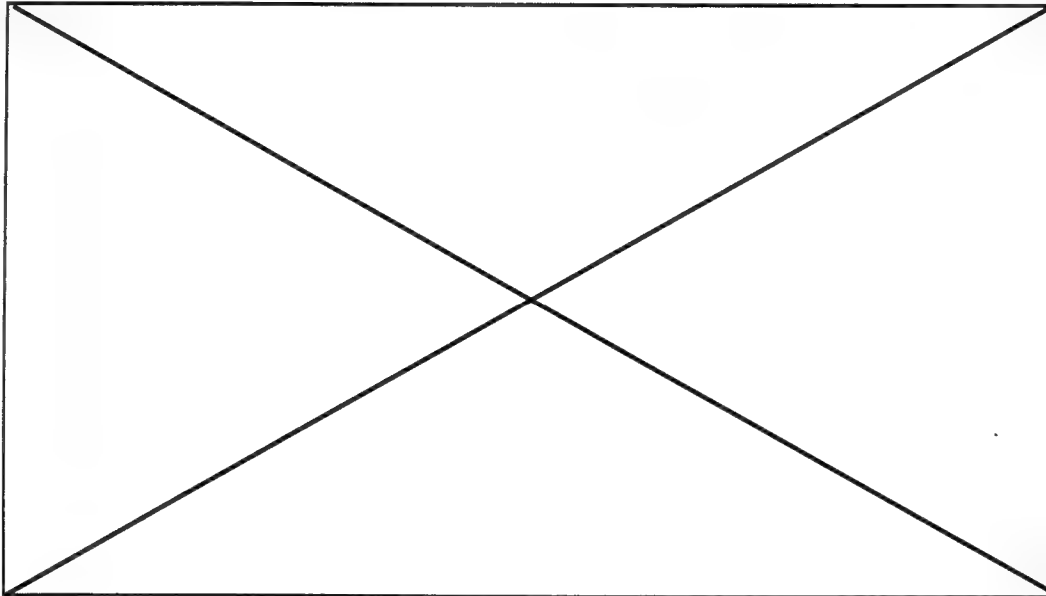
day night

Sc. 7

Pnl. D

Bg.

day night



Dialog:

LR (O.S.): Do you want me to bring
you something back?

Action:

-LR EXITS

Timing:

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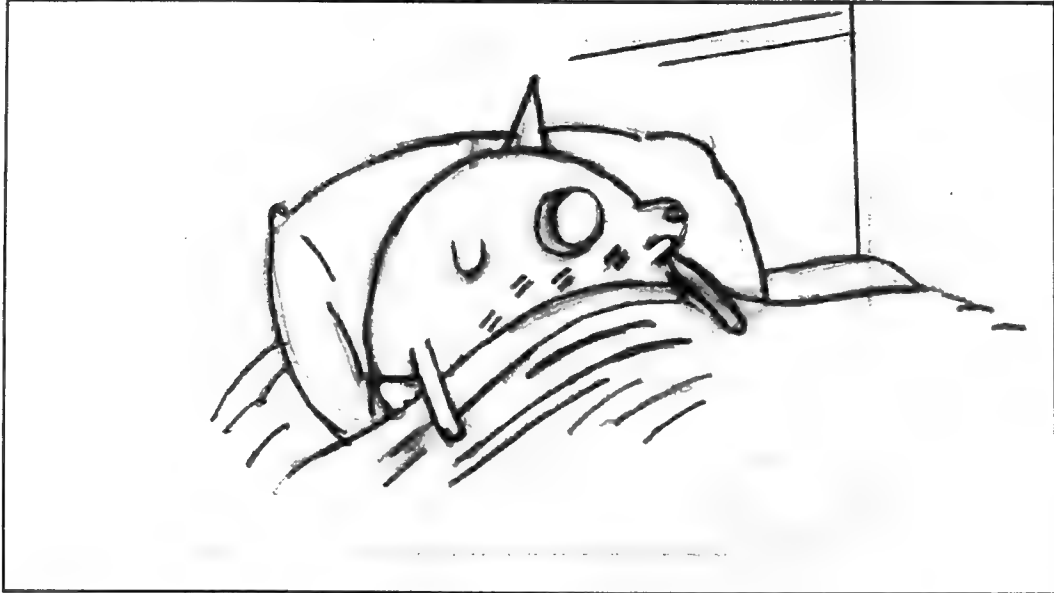


Sc. 8

Pnl. A

Bg.

day night



Sc. 8

Pnl. B

Bg.

day night



Dialog:

TV (a bit petulant): No. I can get my own lunch.

Action:

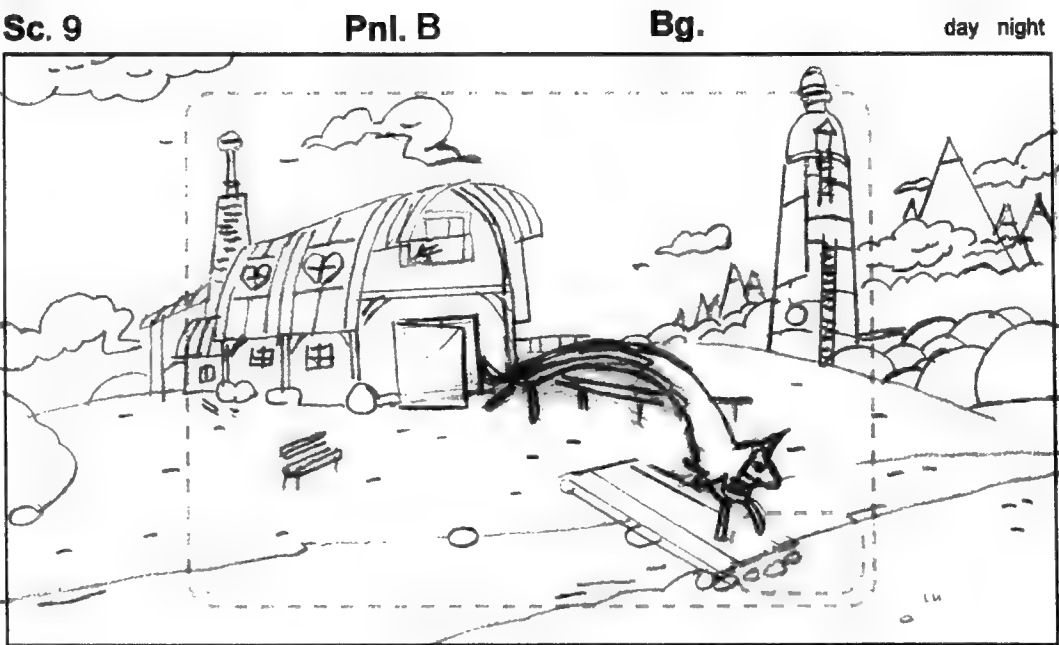
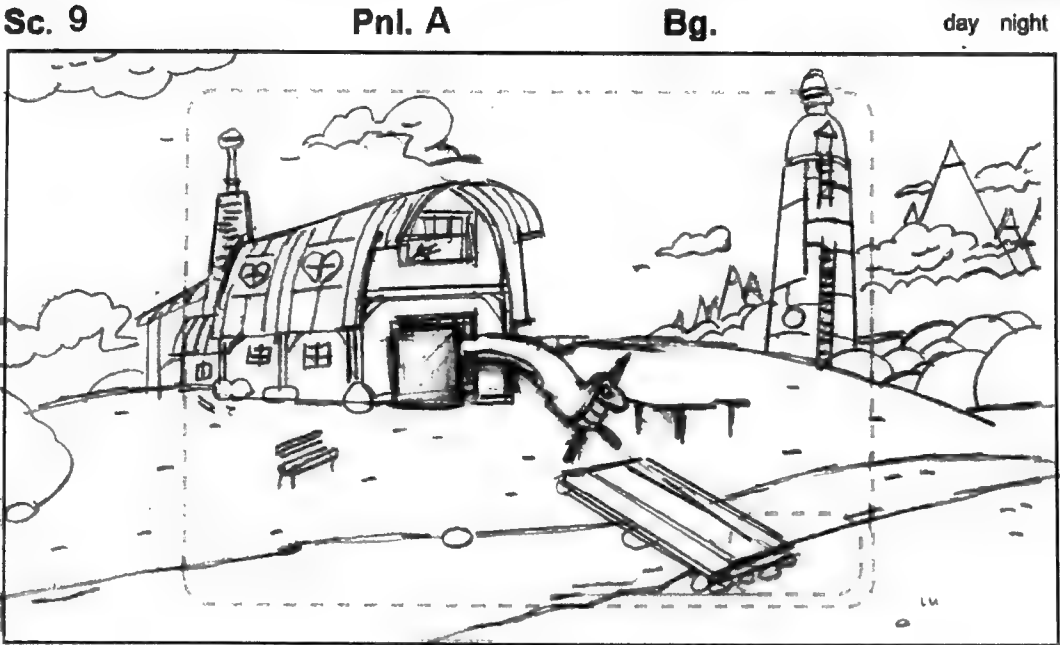
Timing:

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ADVENTURE TIME



Dialog:	<p><u>SFX:</u> Clap clap clap clap [hoofs on bridge] [Or, maybe her feet are softer than that.]</p>
Action:	<p>- The door swings almost shut behind her (still a little ajar).</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

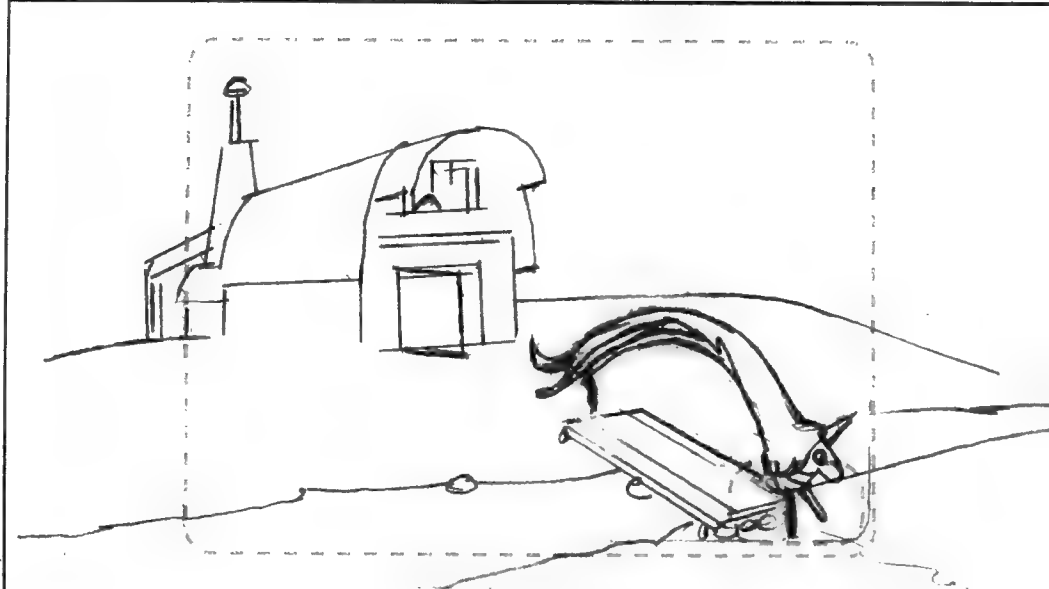


Sc. 9

Pnl. C

Bg.

day night

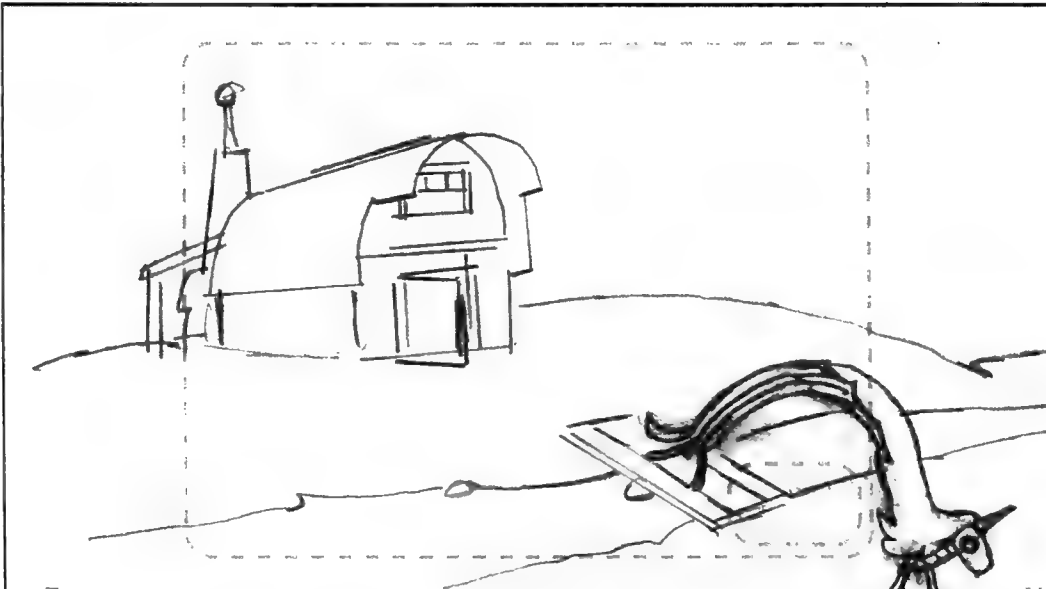


Sc. 9

Pnl. D

Bg.

day night



Dialog:	<u>SFX:</u> Clap clap clap clap [now her back feet, on the bridge]
Action:	
Timing:	

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Production :

ADVENTURE TIME



Next Pg33

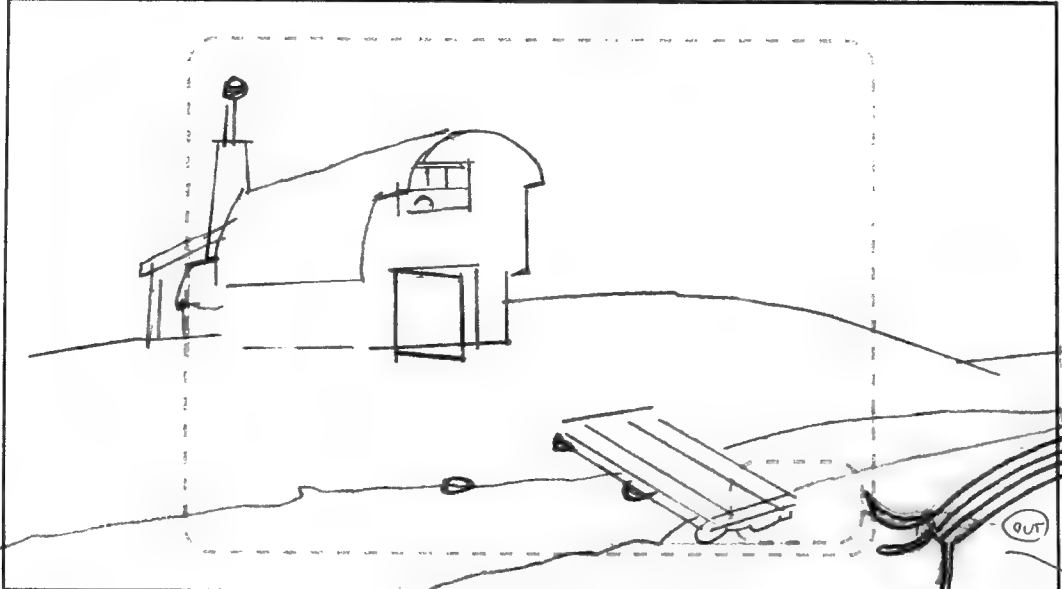
Page 19

Sc. 9

Pnl. E

Bg.

day night

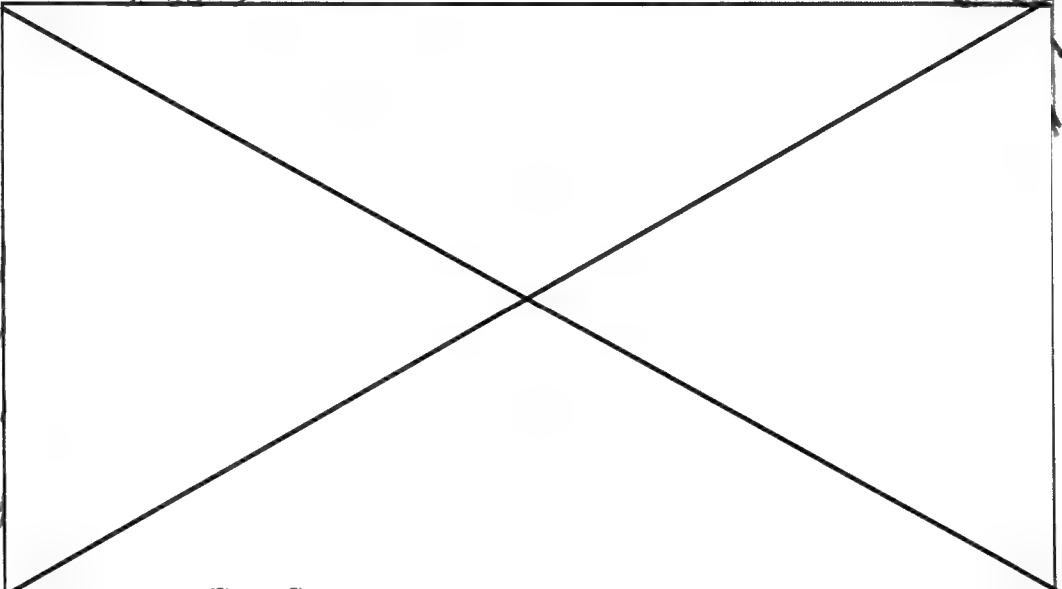


Sc.

Pnl.

Bg.

day night



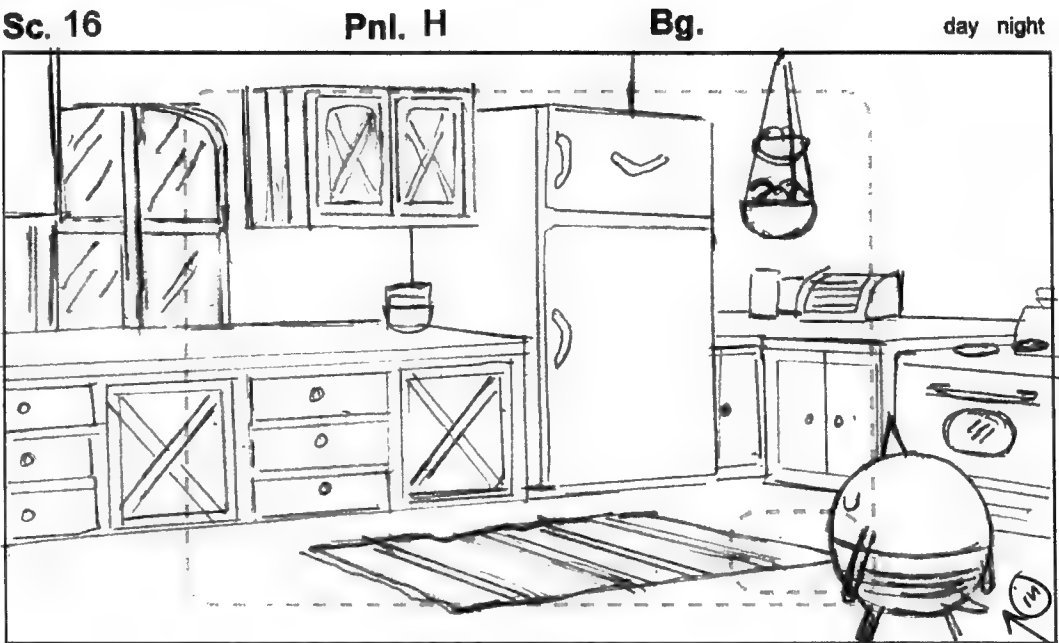
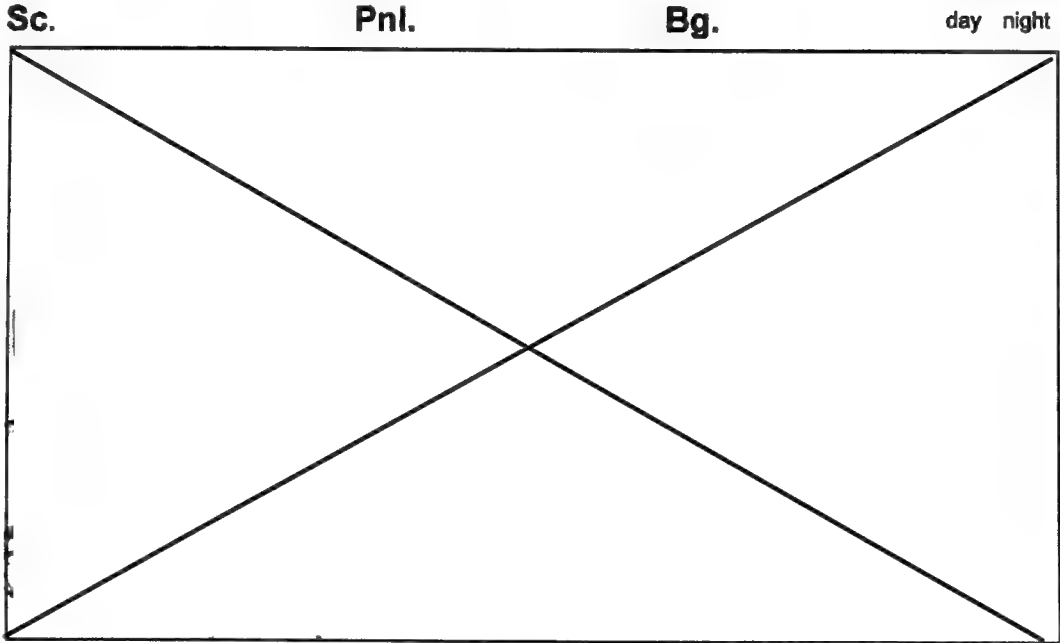
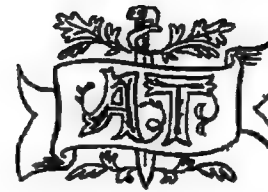
Dialog:
Action: -LR TROTS SLOWLY OFF/S.
Timing:

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Production :

ADVENTURE TIME



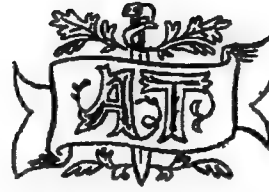
Dialog:
Action: TV wanders over to the kitchen area.
Timing:

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Production :

ADVENTURE TIME



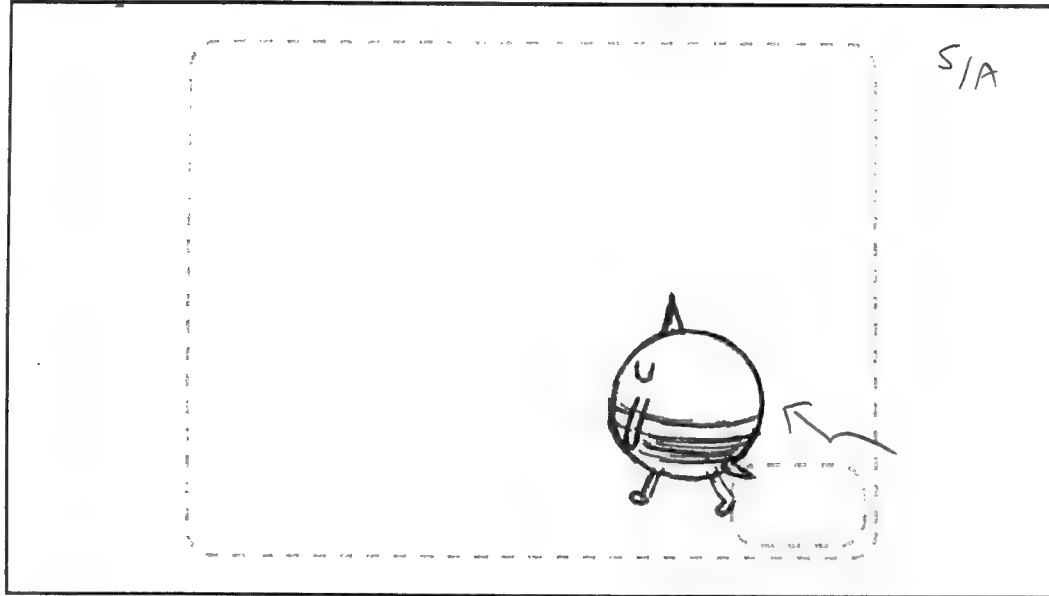
Page **34**

Sc. 16

Pnl. B

Bg.

day night

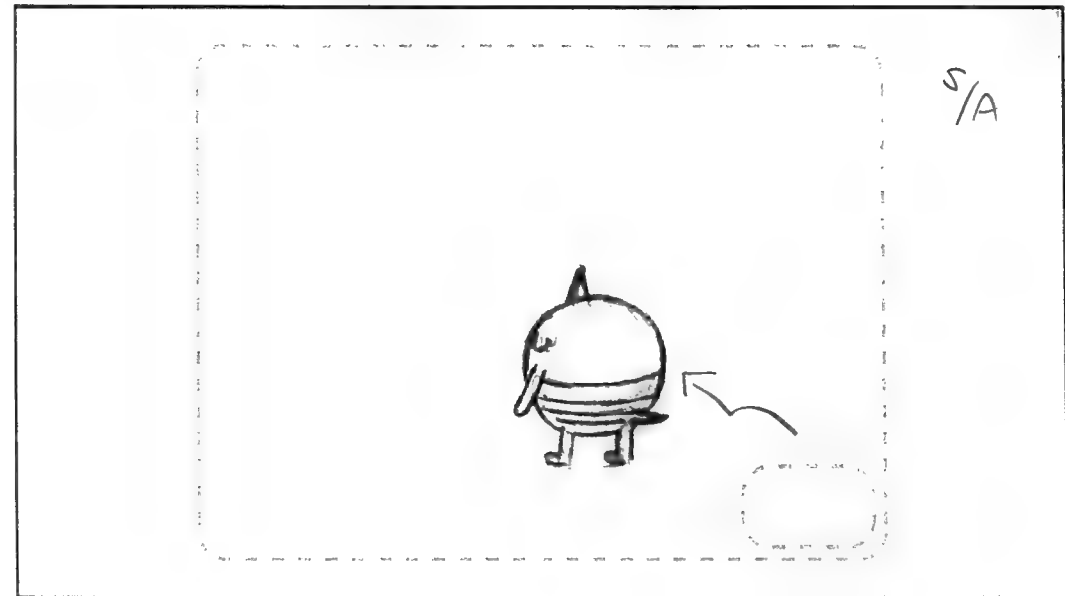


Sc. 16

Pnl. C

Bg.

day night



Dialog:

Action:

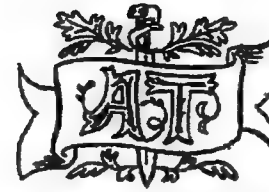
-TV STOPS IN FRONT OF FRIDGE.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



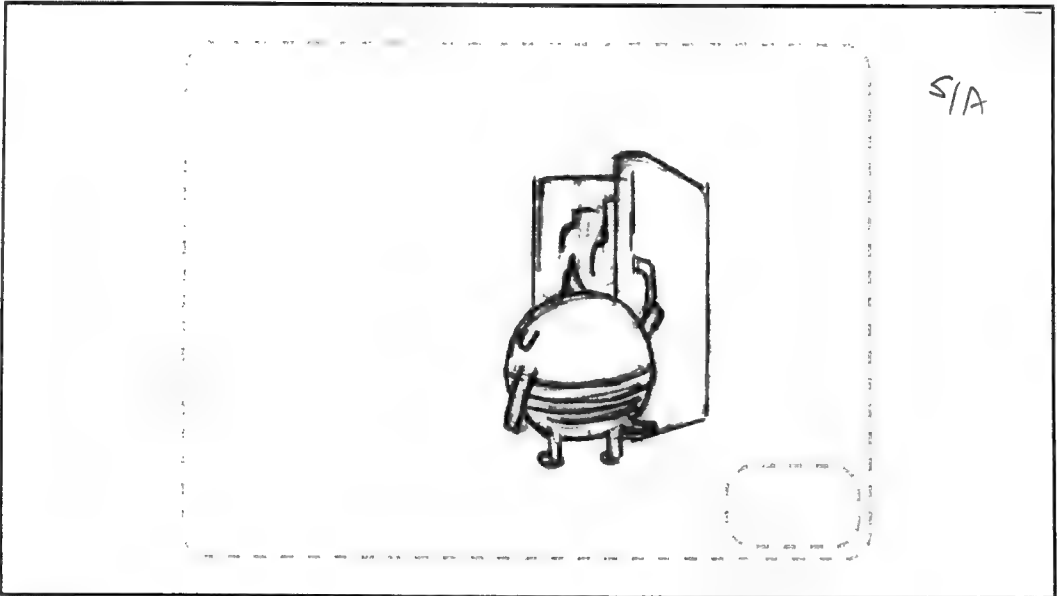
Page 35

Sc. 16

Pnl. D

Bg.

day night

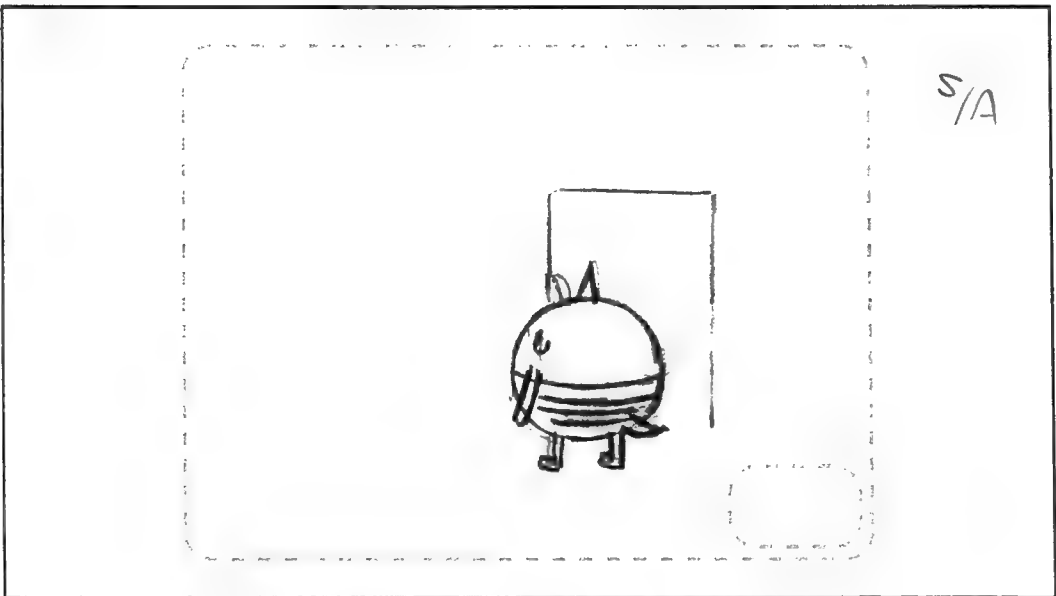


Sc. 16

Pnl. E

Bg.

day night



Dialog:

SFX: Thup. [fridge door opening]

SFX: Thoomp. [fridge door closing]

TV: (DISSATISFIED) MMMH.

Action:

TV takes a look inside the fridge.

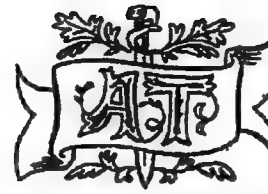
Timing:

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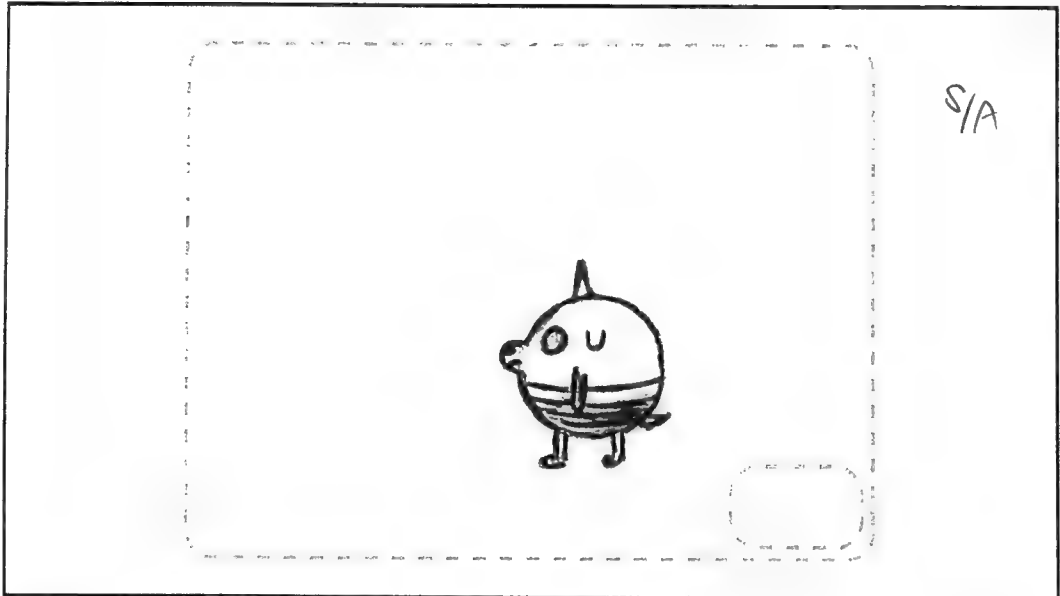
Page 36

Sc. 16

Pnl. F

Bg.

day night

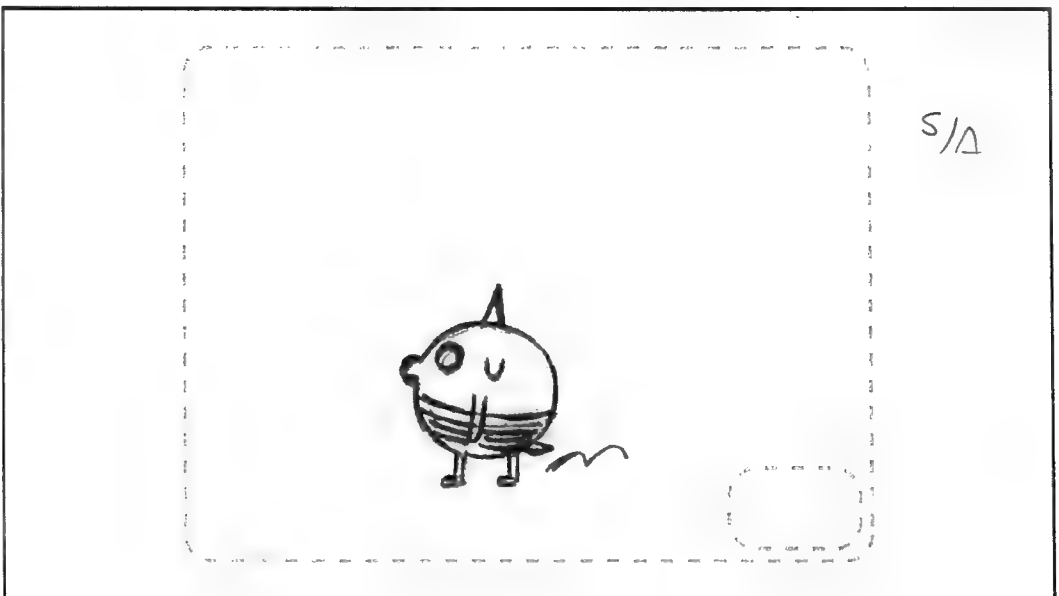


Sc. 16

Pnl. G

Bg.

day night



Dialog:

Action:

TV looking around.

-TV TAKES A FEW STEPS

Timing:

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ADVENTURE TIME

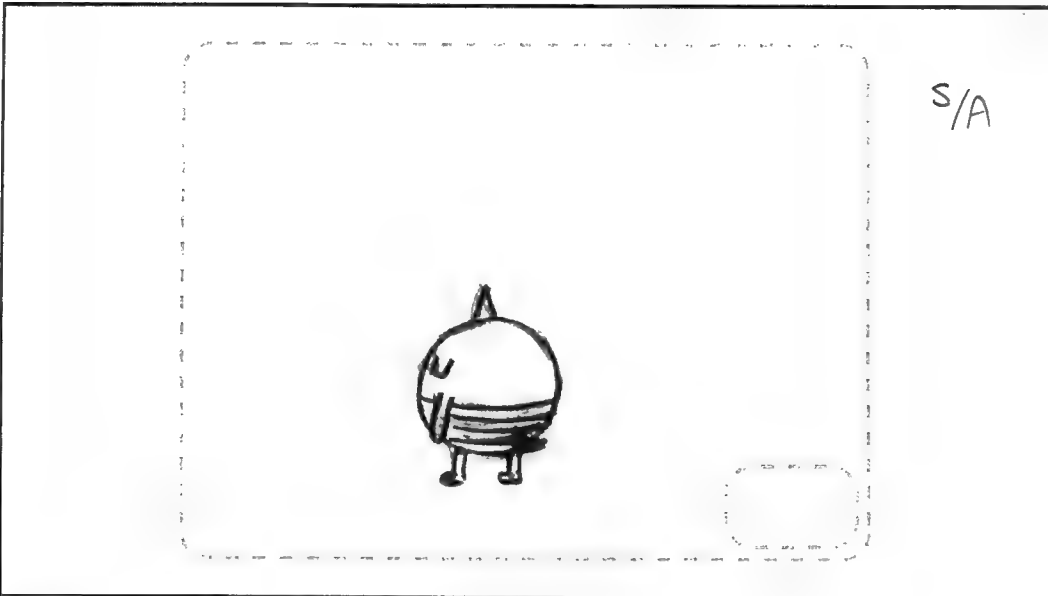


Sc. 16

Pnl. H

Bg.

day night

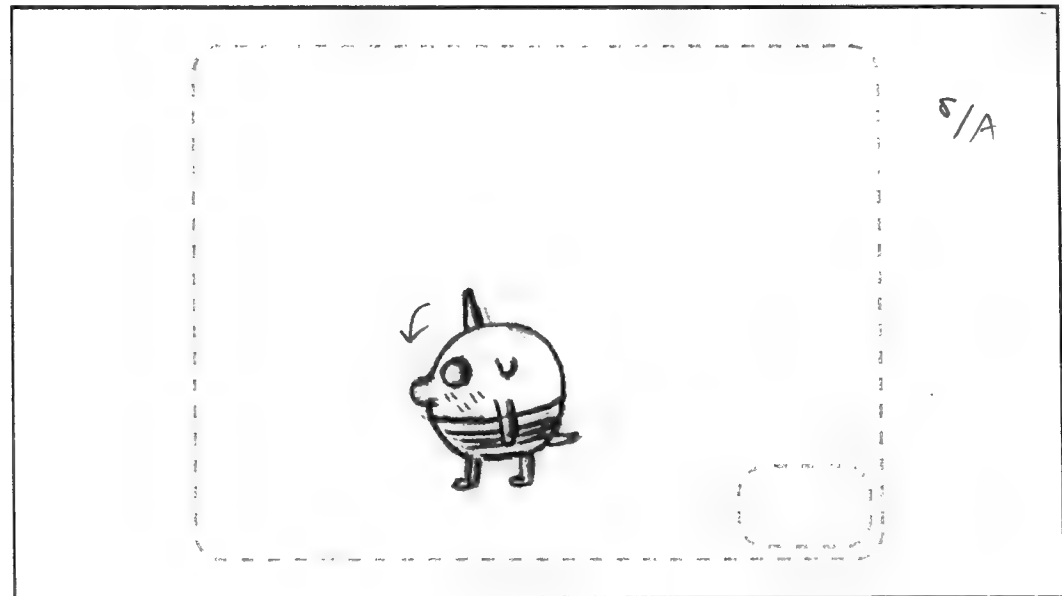


Sc. 16

Pnl. I

Bg.

day night



Dialog:	
Action:	TV looking around some more.
Action:	TV looks at a drawer.
Timing:	

EPISODE # 1034-232

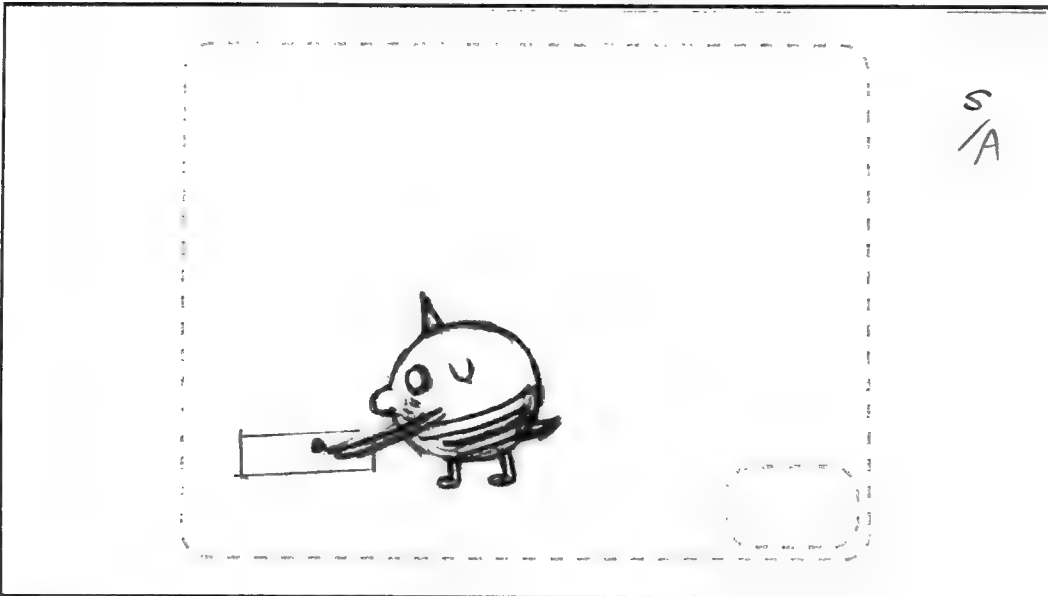
Production :

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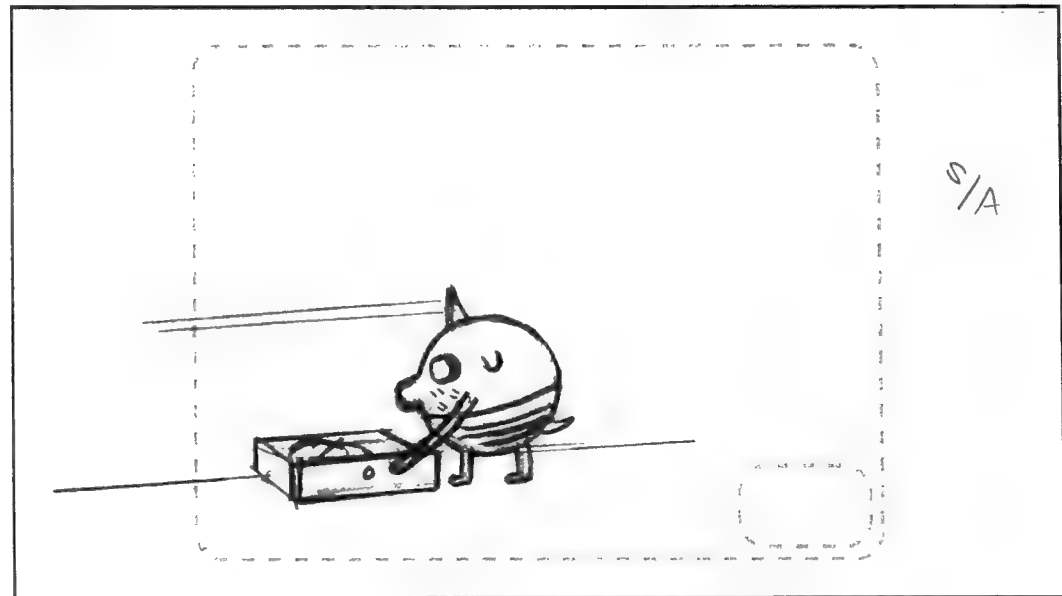
ADVENTURE TIME



Sc. 16 Pnl. J Bg. day night



Sc. 16 Pnl. K Bg. day night



Dialog:	<u>SFX:</u> Shoont. [drawer opening]
Action:	TV opens drawer.
Timing:	

EPISODE # 1034-232

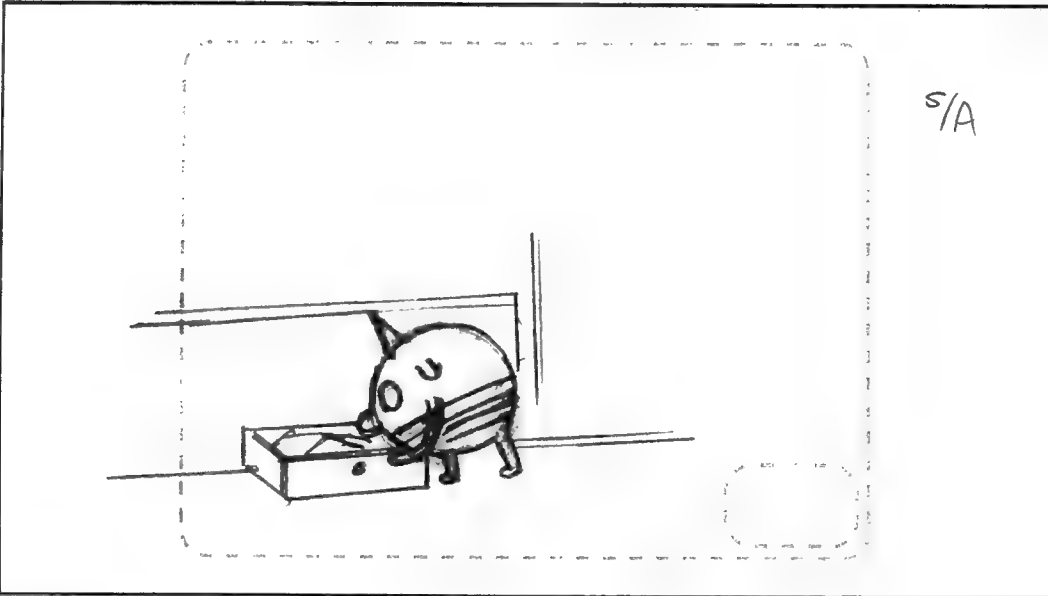
Production :

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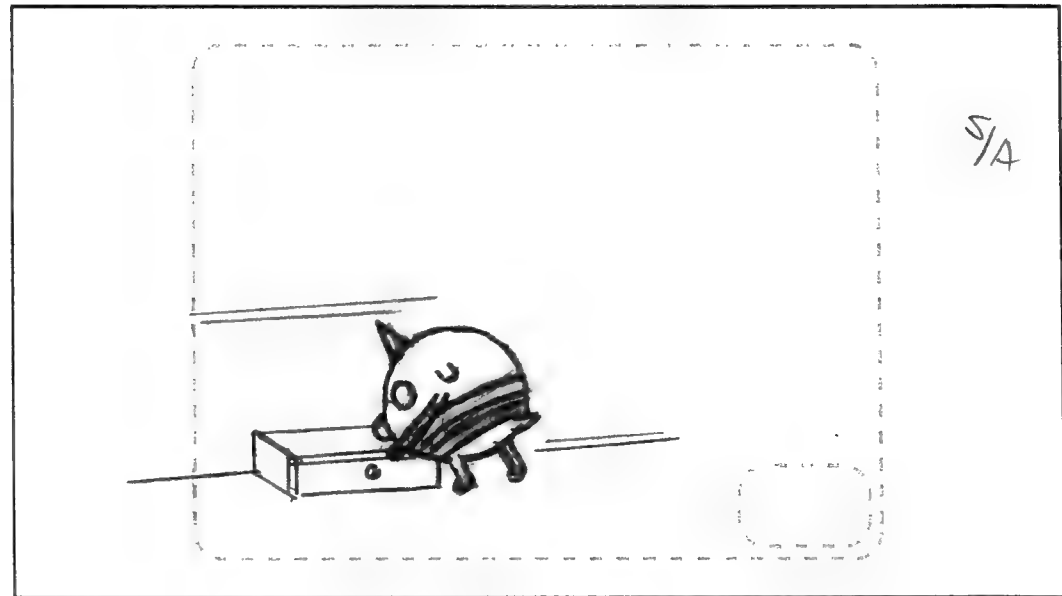
ADVENTURE TIME



Sc. 16 Pnl. L Bg. day night



Sc. 16 Pnl. M Bg. day night

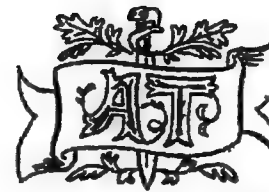


Dialog:		<u>SFX</u> : Clunky clunky clunk	
Action:	TV looks inside drawer.	Action:	TV rummages around inside drawer.
Timing:			

EPISODE # 1034-232

Production :

ADVENTURE TIME

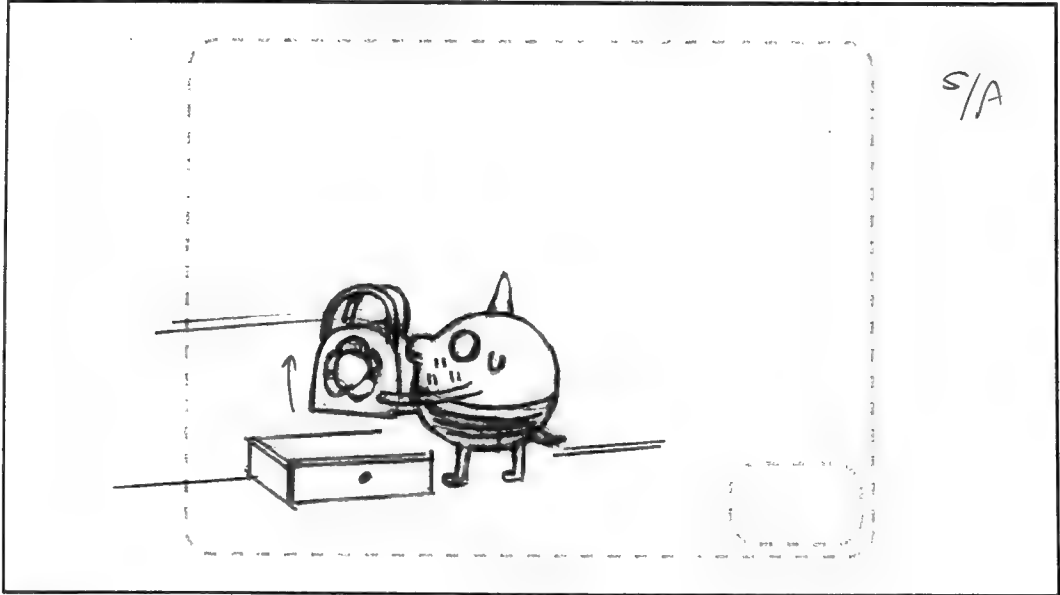


Sc. 16

Pnl. N

Bg.

day night

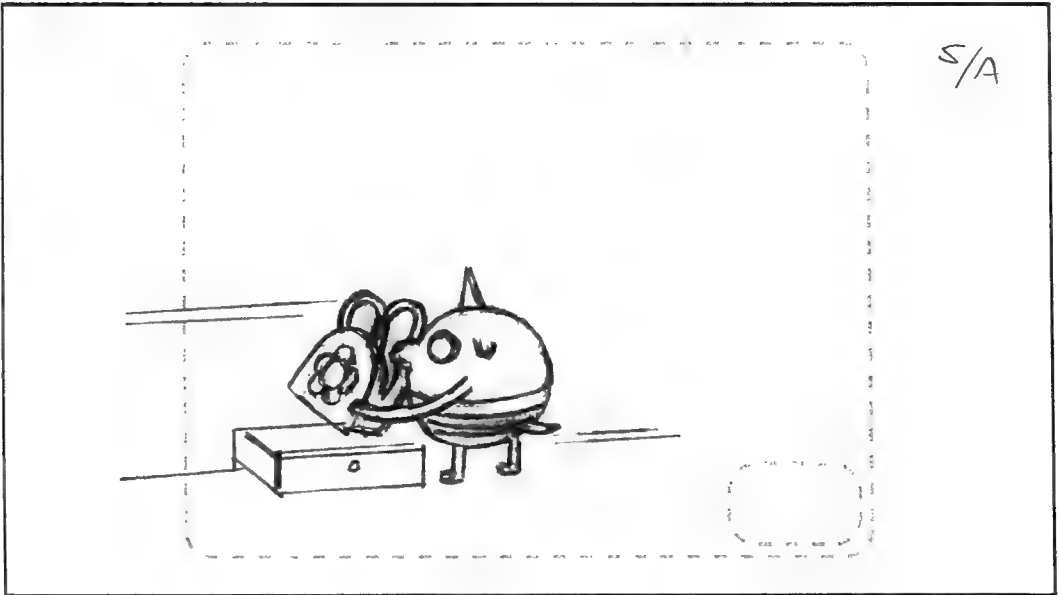


Sc. 16

Pnl. O

Bg.

day night



Dialog:

Action:

TV pulls a brightly-colored vinyl handbag out of the drawer.

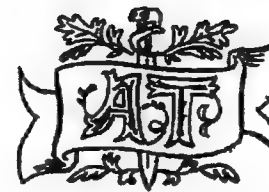
TV looks inside the handbag.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



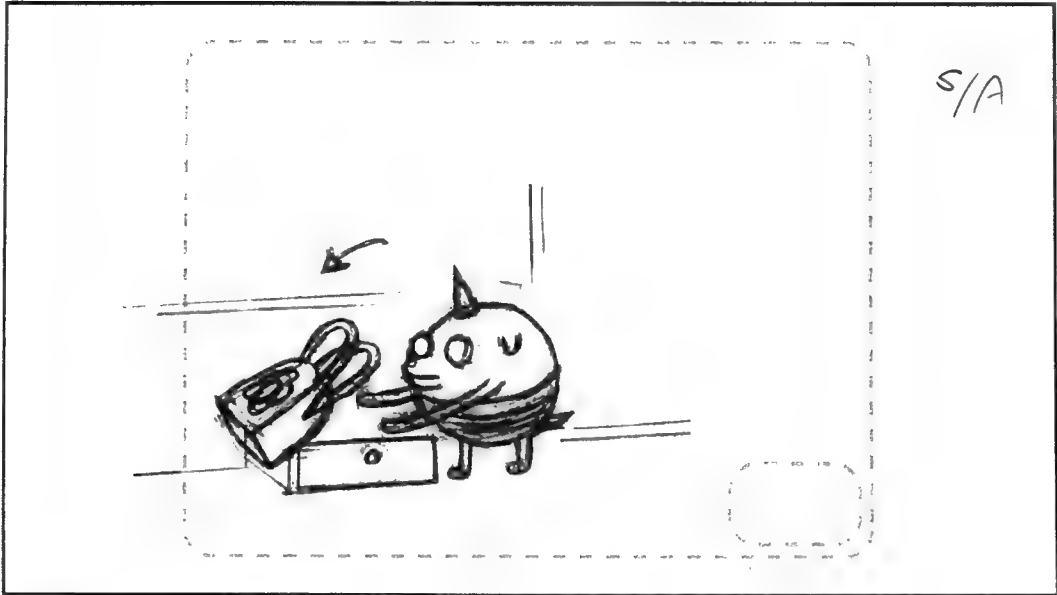
Page **41**

Sc. 16

Pnl. P

Bg.

day night

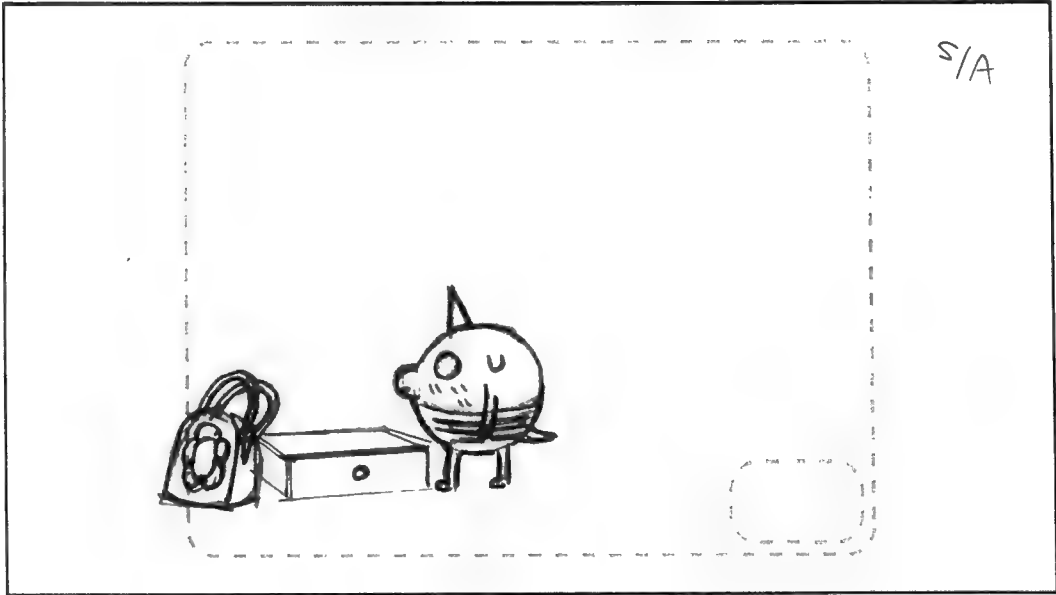


Sc. 16

Pnl. Q

Bg.

day night



Dialog:	
Action:	TV tosses the handbag aside.
Timing:	

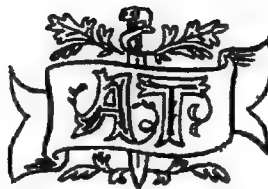
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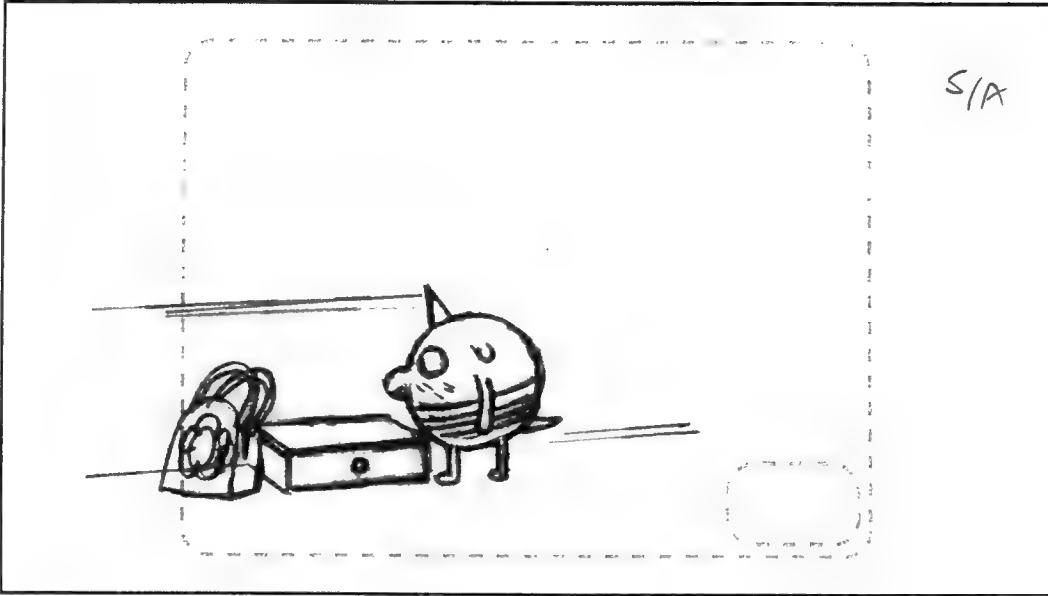
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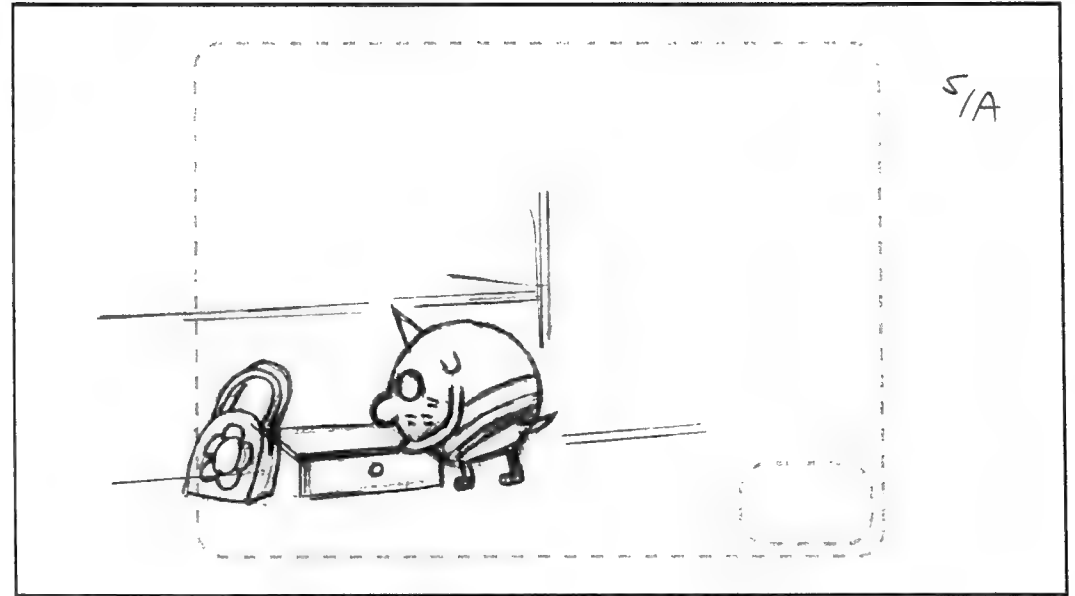
ADVENTURE TIME



Sc. 16 Pnl. R Bg. day night



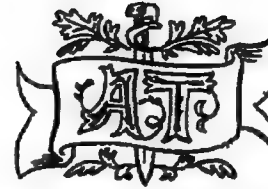
Sc. 16 Pnl. S Bg. day night



Dialog:	IV: HM?
Action:	TV looks inside the drawer.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME

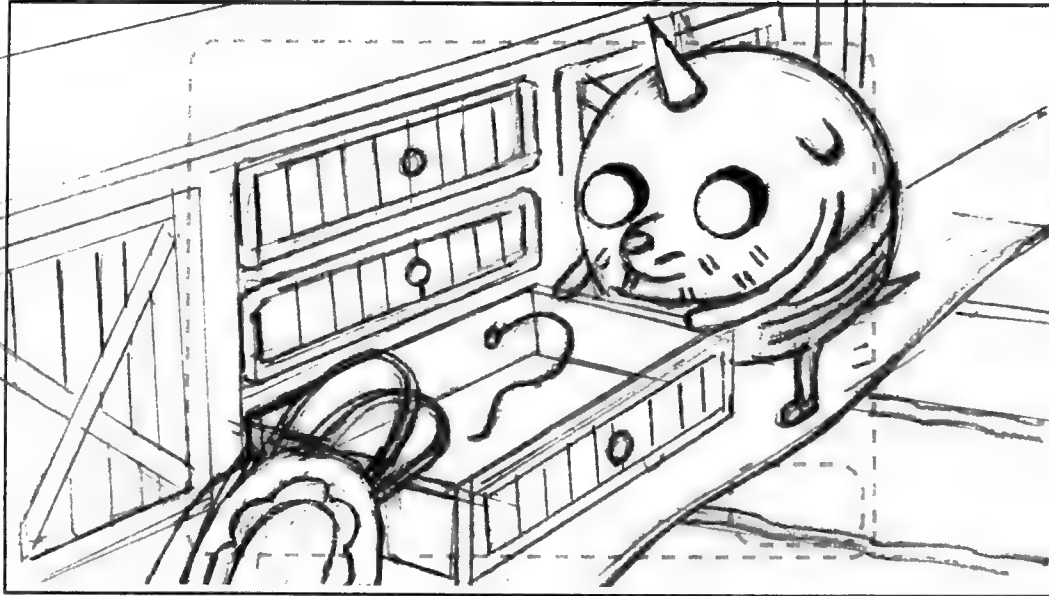


Sc. 17

Pnl. A

Bg.

day night

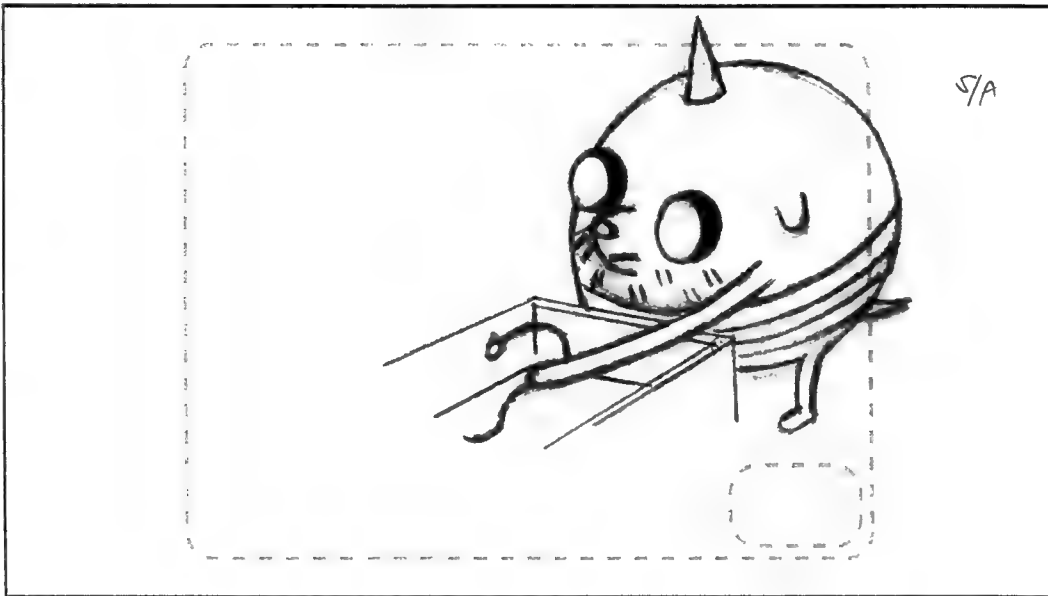


Sc. 17

Pnl. B

Bg.

day night



Dialog:

Action:

TV sees a string, which is nailed to the back of the drwer.

— With curiosity, TV grabs the string.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

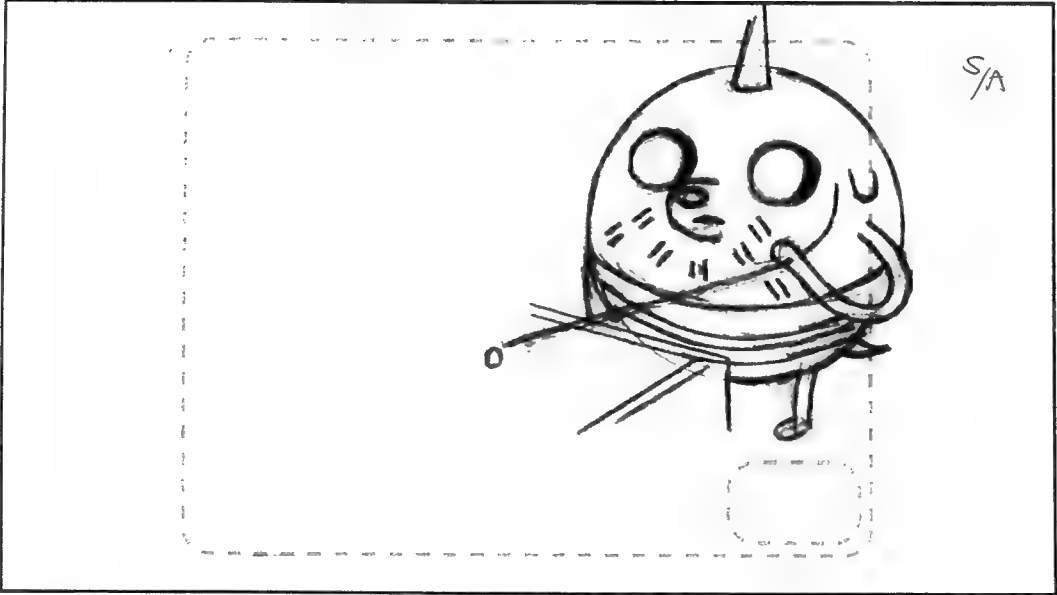


Sc. 17

Pnl. C

Bg.

day night

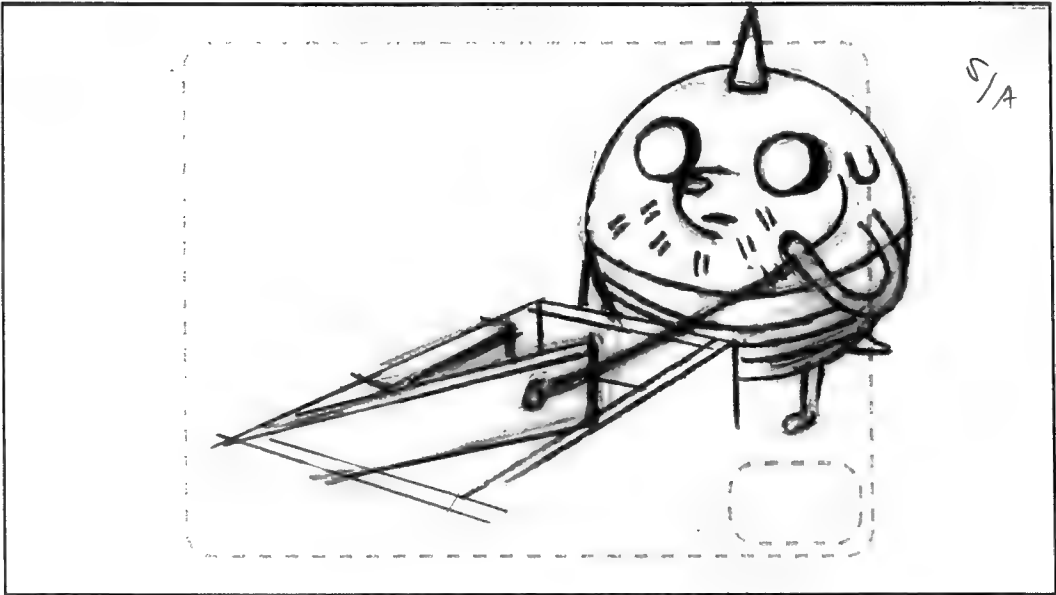


Sc. 17

Pnl. D

Bg.

day night



Dialog:

SFX: Punk, shoont [back of drawer opens,
a box pops forward]

Action:

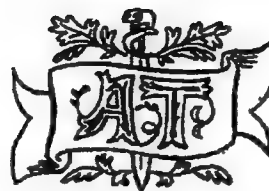
TV pulls the string.

The string pulls open the back of the drawer.

Timing:

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ADVENTURE TIME



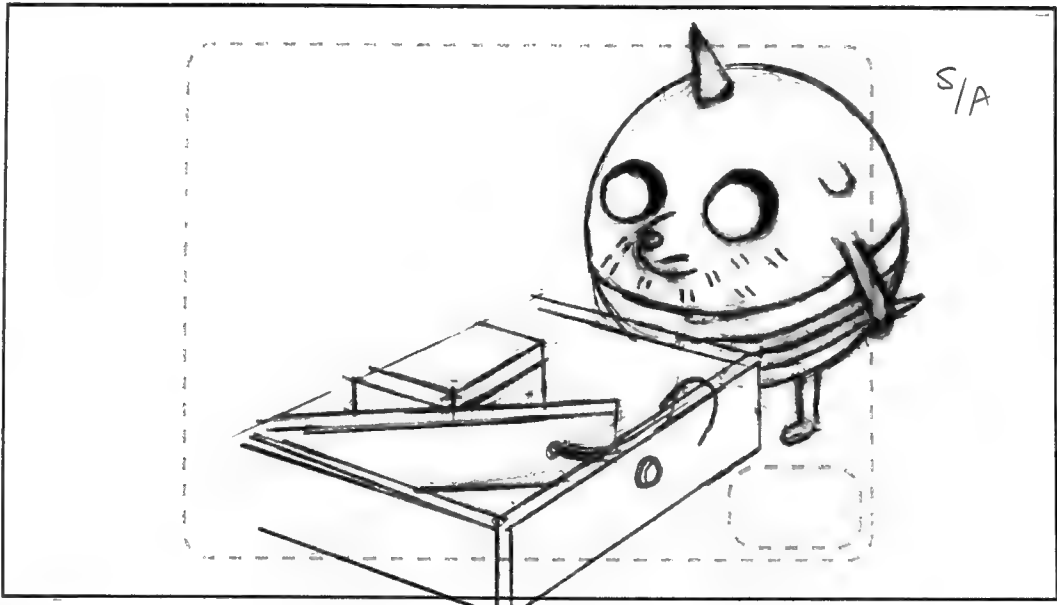
Page 45

Sc. 17

Pnl. E

Bg.

day night

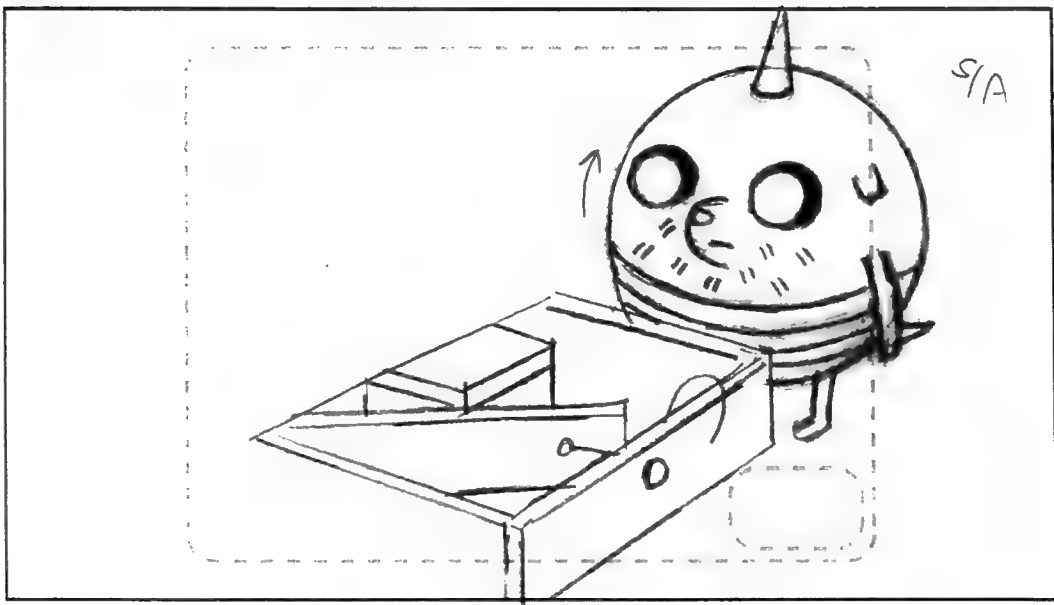


Sc. 17

Pnl. F

Bg.

day night



Dialog:

Action:

-TV LOOKS AT BOX

-TV GLANCES AROUND.

(FI)

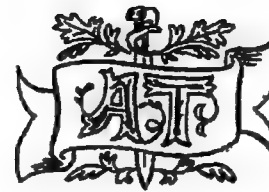
Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME



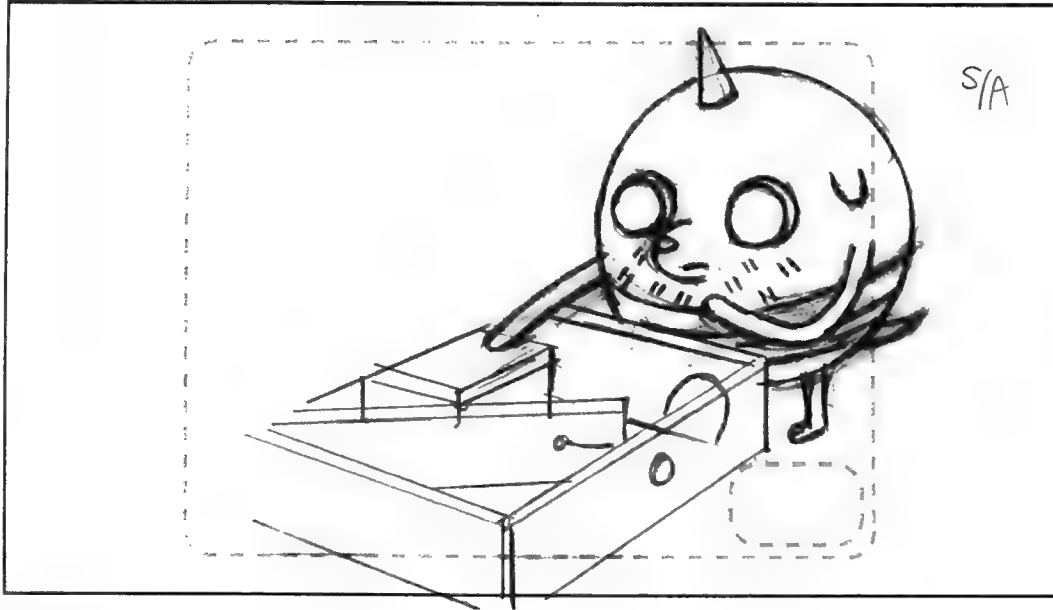
Page 46

Sc. 17

Pnl. G

Bg.

day night

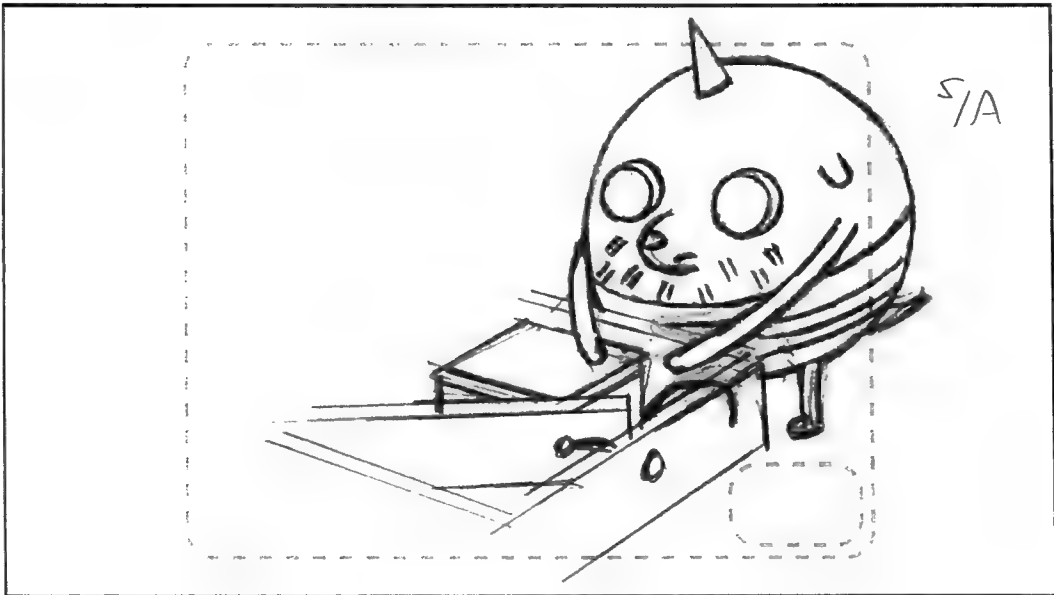


Sc. 17

Pnl. H

Bg.

day night



Dialog:

Action:

TV grabs the box.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



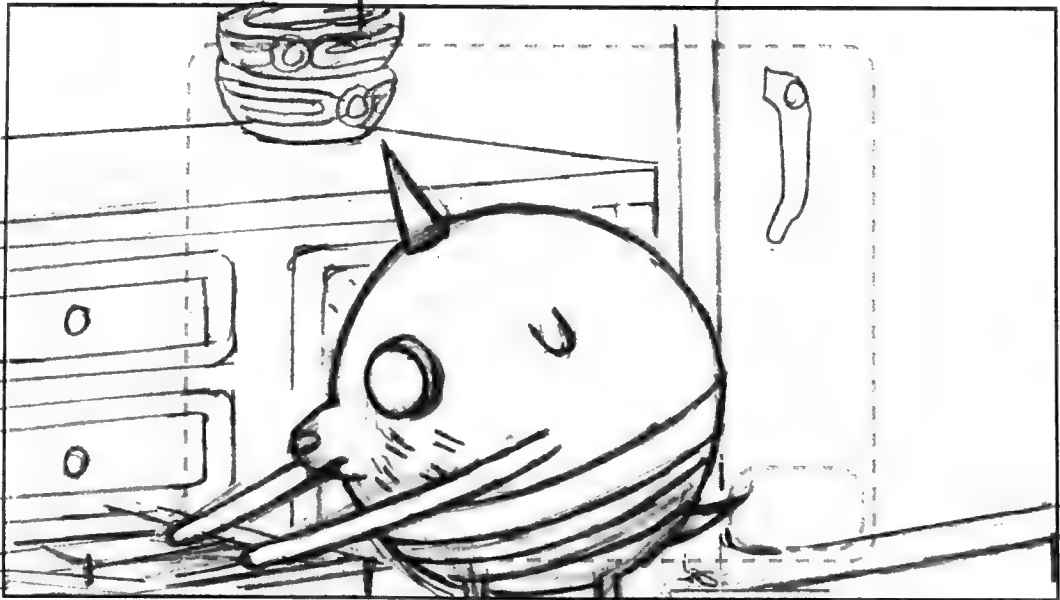
Page 47

Sc. 18

Pnl. A

Bg.

day night

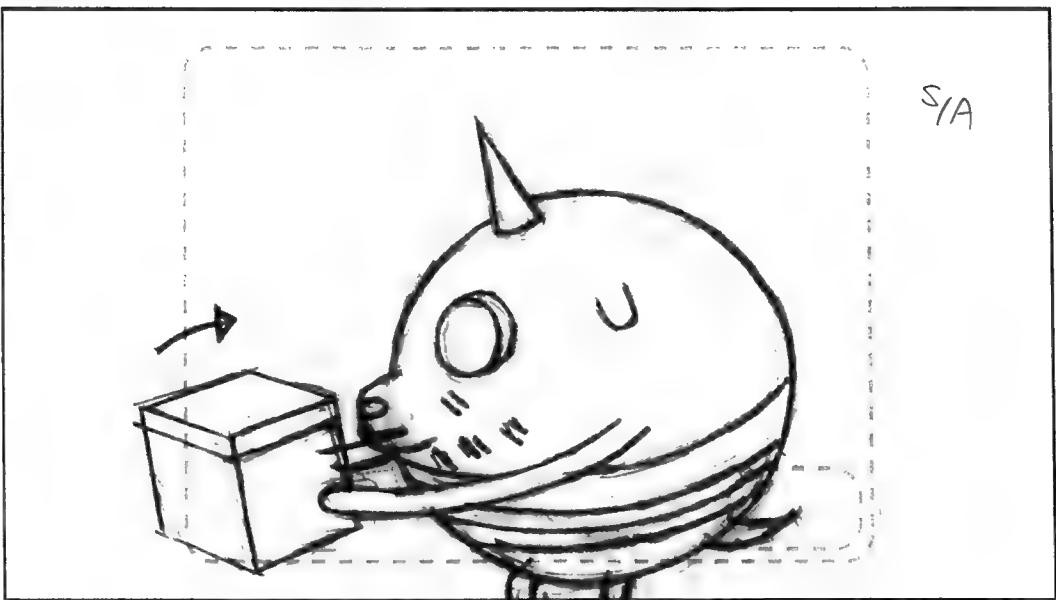


Sc. 18

Pnl. B

Bg.

day night



Dialog:

Action:

TV lifts the box out of the drawer.

[BOX IS ORNATE, CARVED WOOD]

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



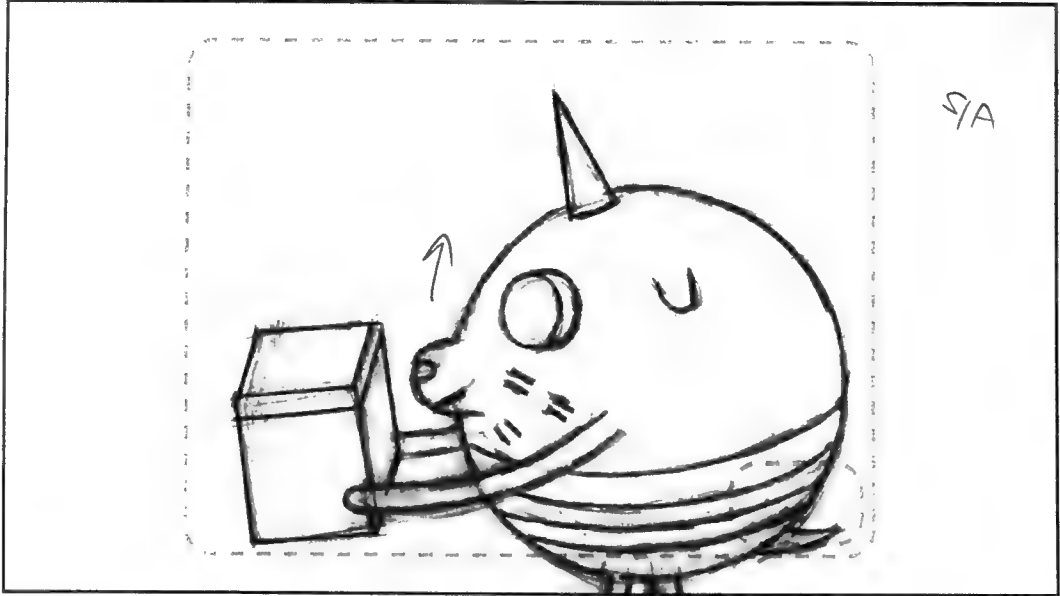
Page 48

Sc. 18

Pnl. C

Bg.

day night

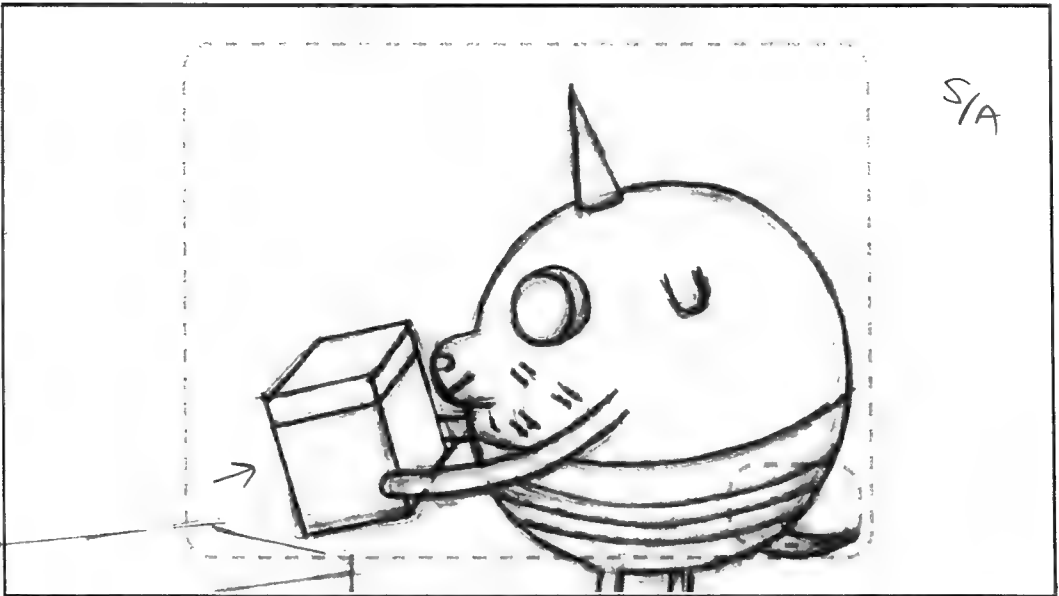


Sc. 18

Pnl. D

Bg.

day night



Dialog:

TV: mm.

Action:

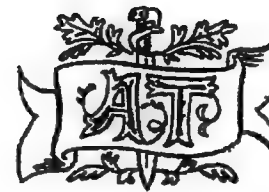
- TV EXAMINES BOX.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

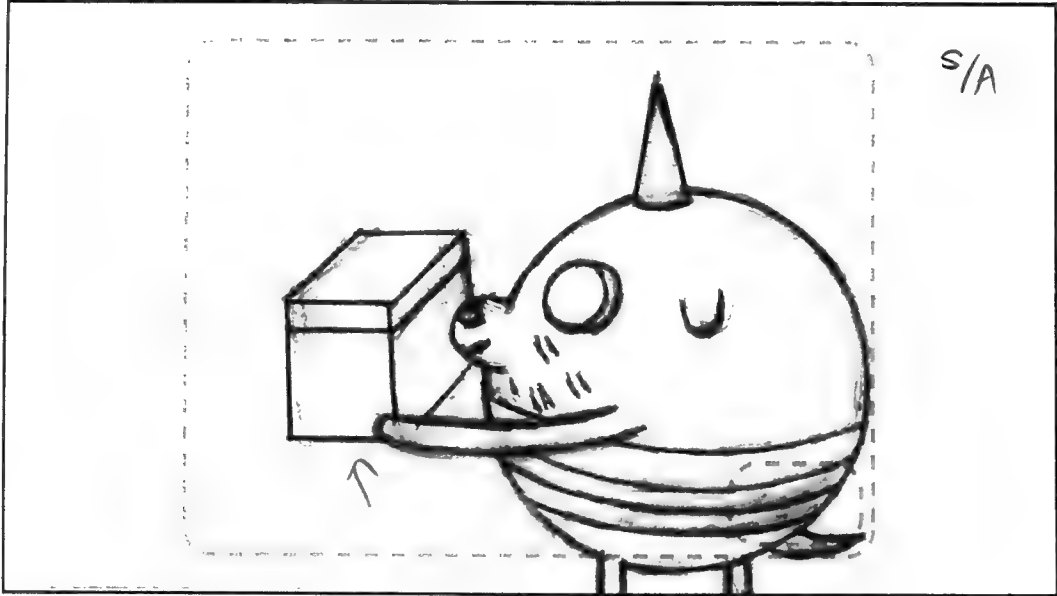


Sc. 18

Pnl. E

Bg.

day night

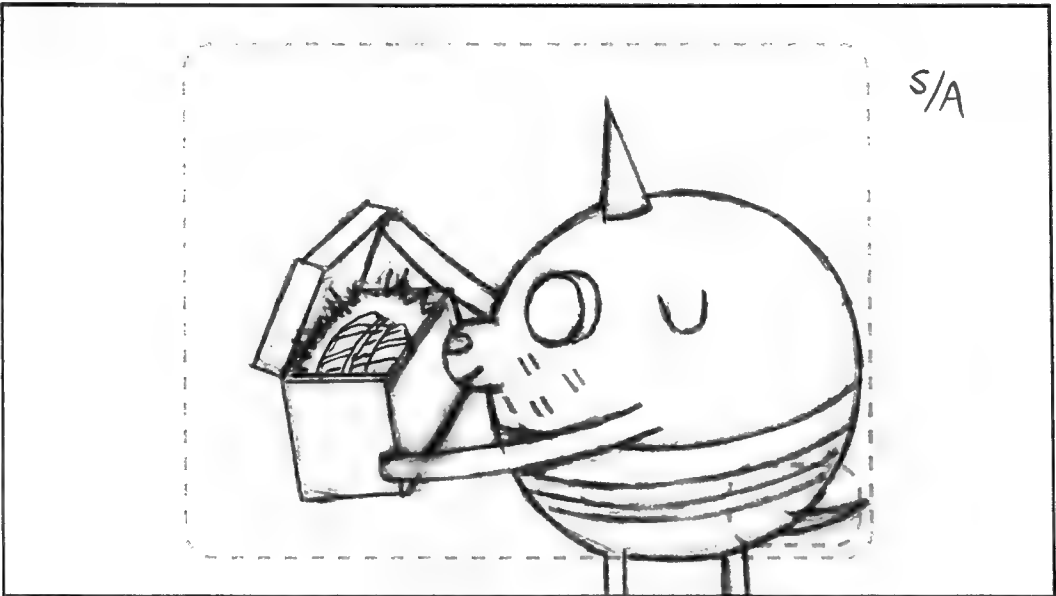


Sc. 18

Pnl. F

Bg.

day night



Dialog:

Action:

TV opens the box -- revealing a
CRYSTAL SANDWICH - SHAPED OBJECT

Timing:

EPISODE # 1034-232

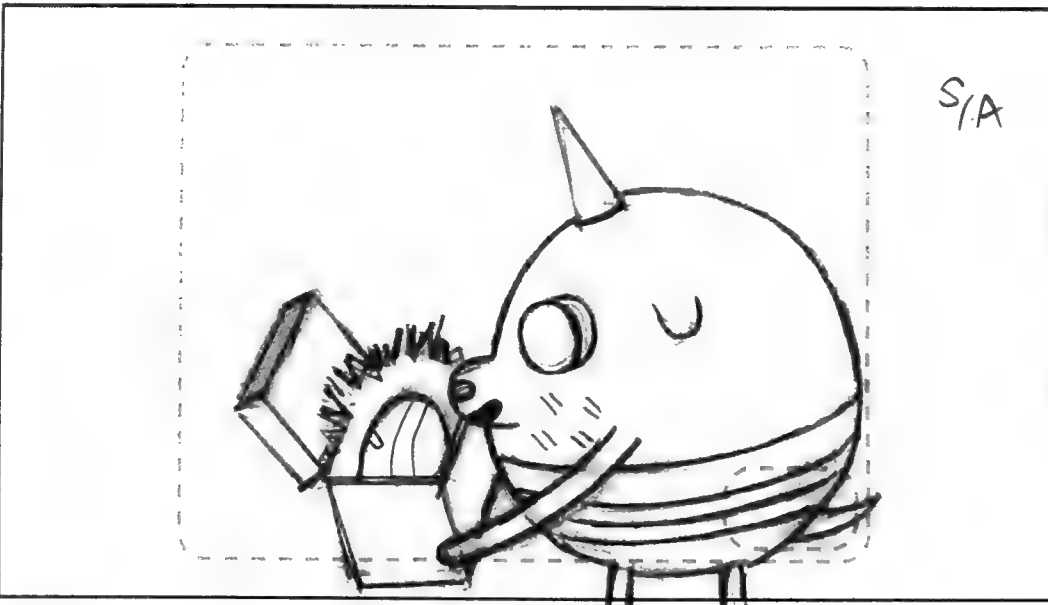
Production :

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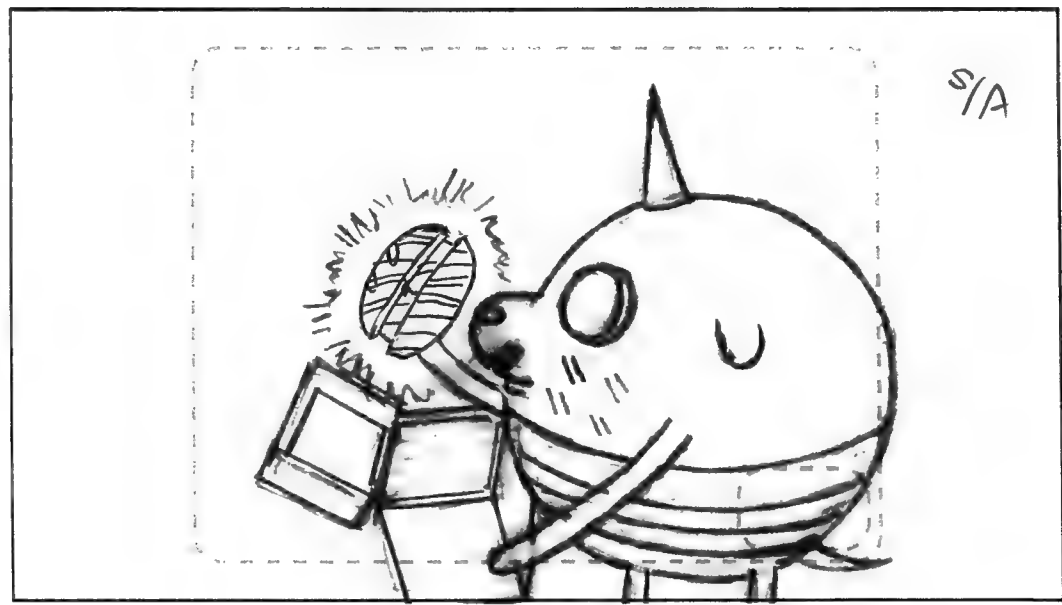
ADVENTURE TIME



Sc. 18 Pnl. G Bg. day night



Sc. 18 Pnl. H Bg. day night

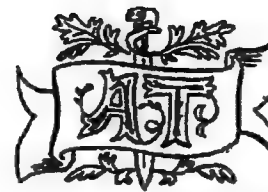


Dialog:	<u>TV:</u> Hey! Some kind of SAMMICH
Action:	
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME



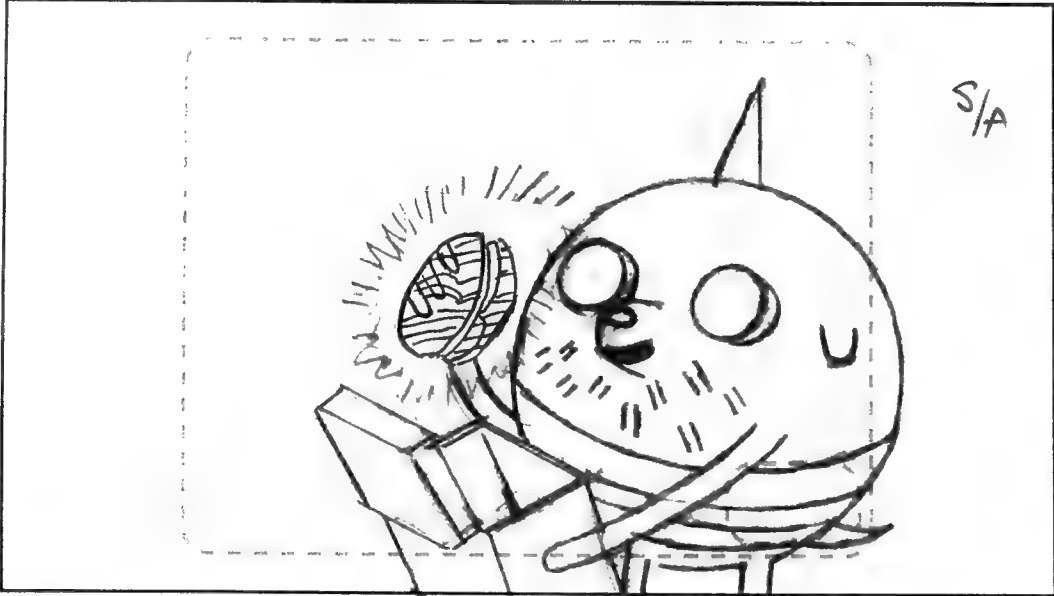
Page 51

Sc. 18

Pnl. I

Bg.

day night

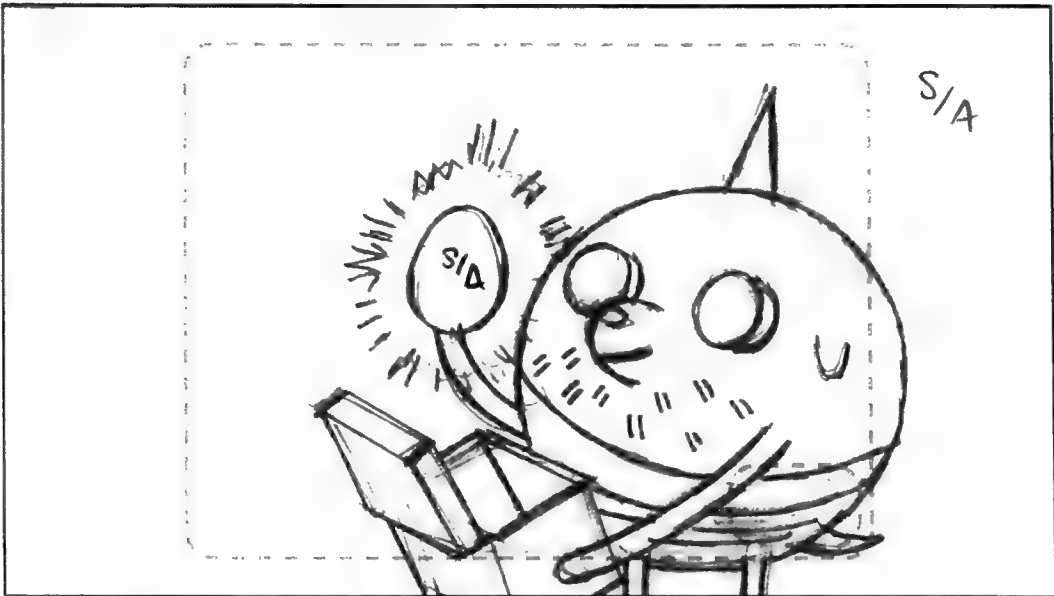


Sc. 18

Pnl. J

Bg.

day night



Dialog:

Action:

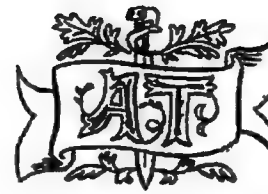
- TV REGARDS SANDWICH FOR A BEAT.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

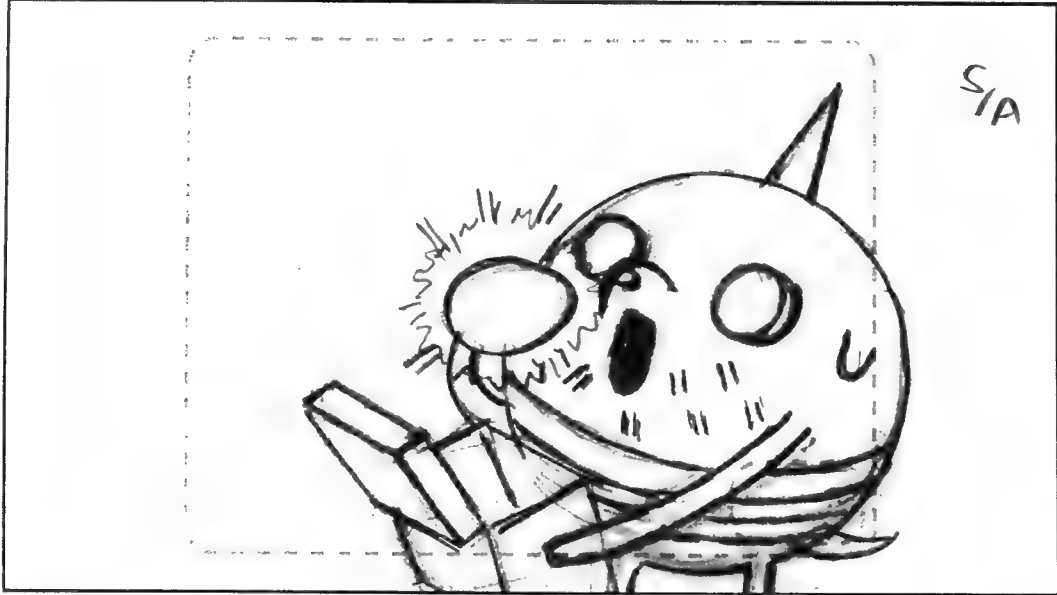


Sc. 18

Pnl. I

Bg.

day night

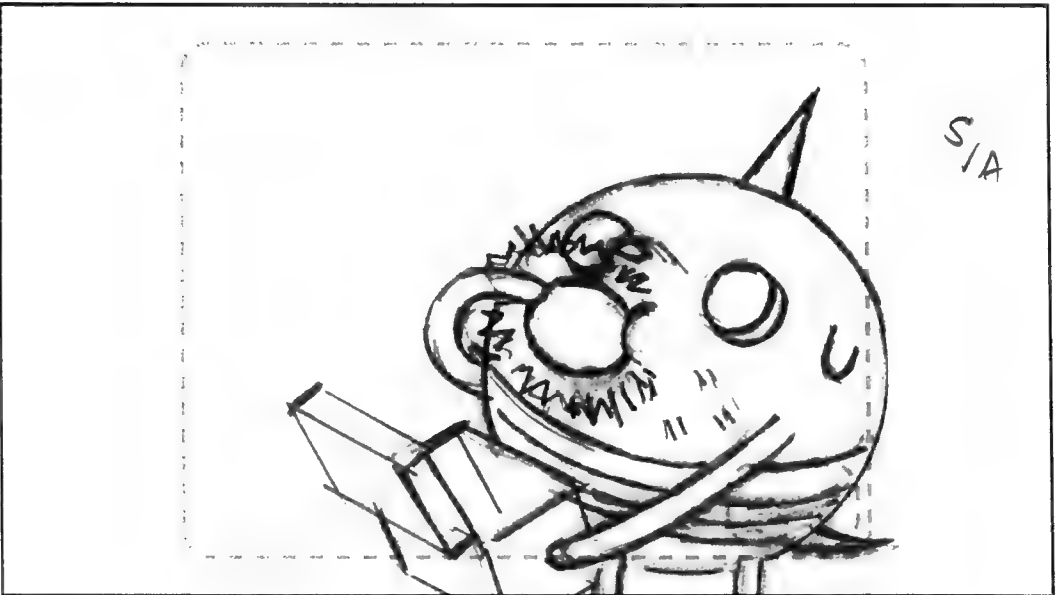


Sc. 18

Pnl. J

Bg.

day night



Dialog:

SFX: Gloomp.

Action:

Timing:

EPISODE # 1034-232

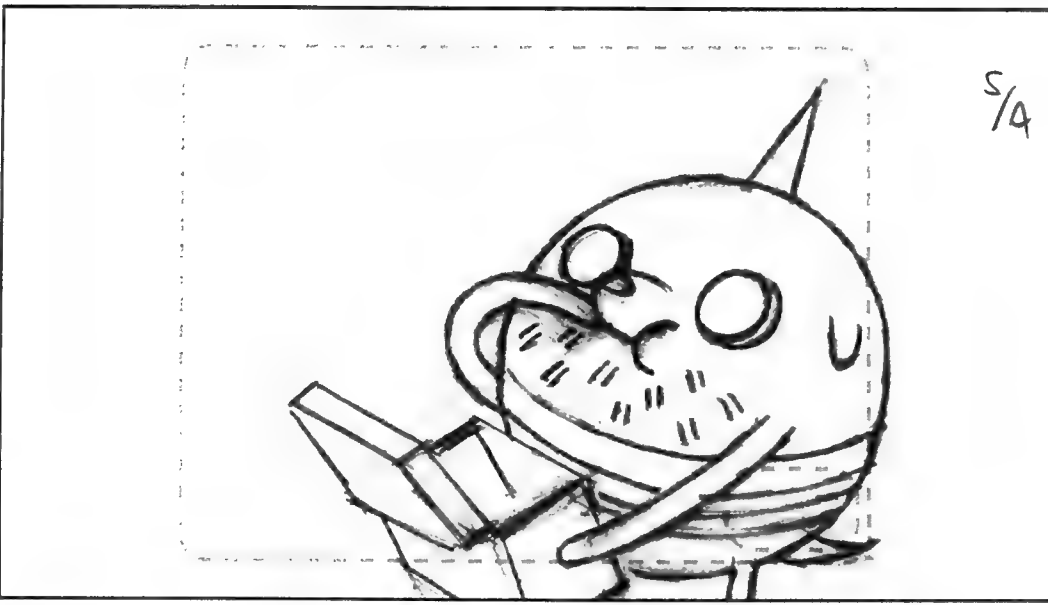
Production :

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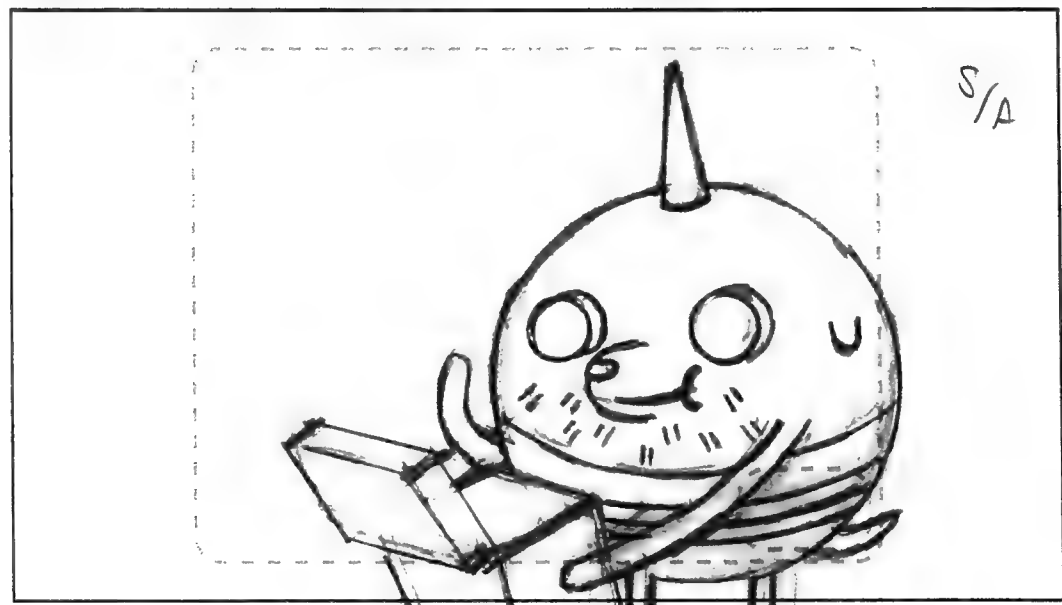
ADVENTURE TIME



Sc. 18 Pnl. M Bg. day night



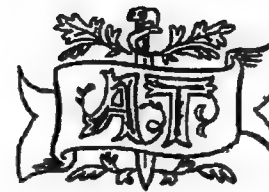
Sc. 18 Pnl. N Bg. day night



Dialog:	<u>SFX:</u> Gulp.
Action:	-TV EATS SANDWICH IN ONE BITE.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME

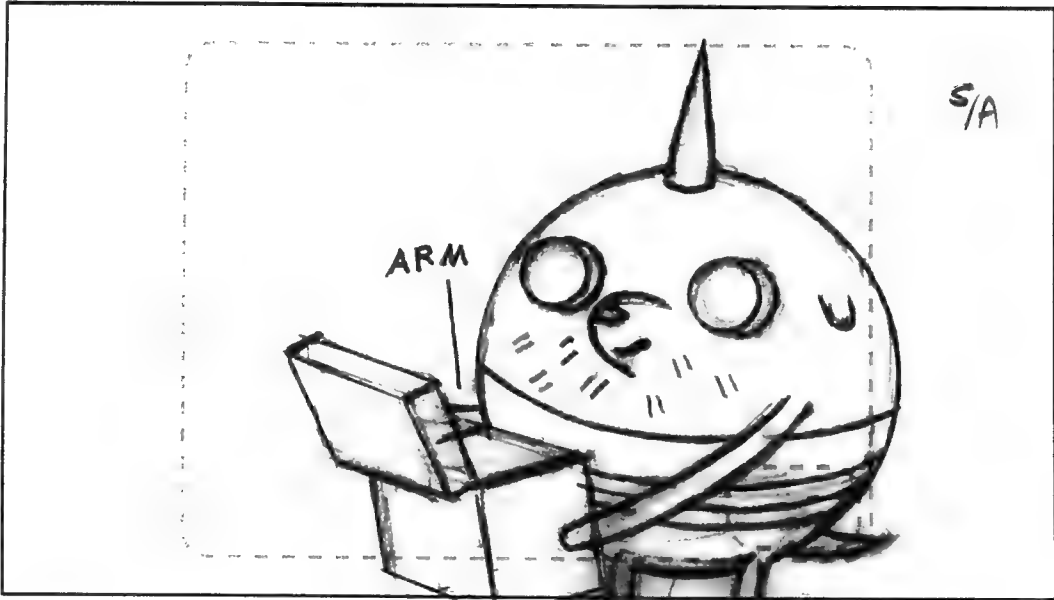


Sc. 18

Pnl. O

Bg.

day night



Sc. 18

Pnl. P

Bg.

day night



Dialog:
Action:
Timing:

- TV LOOKS AT BOX

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Page 55

Sc. 18

Pnl. Q

Bg.

day night

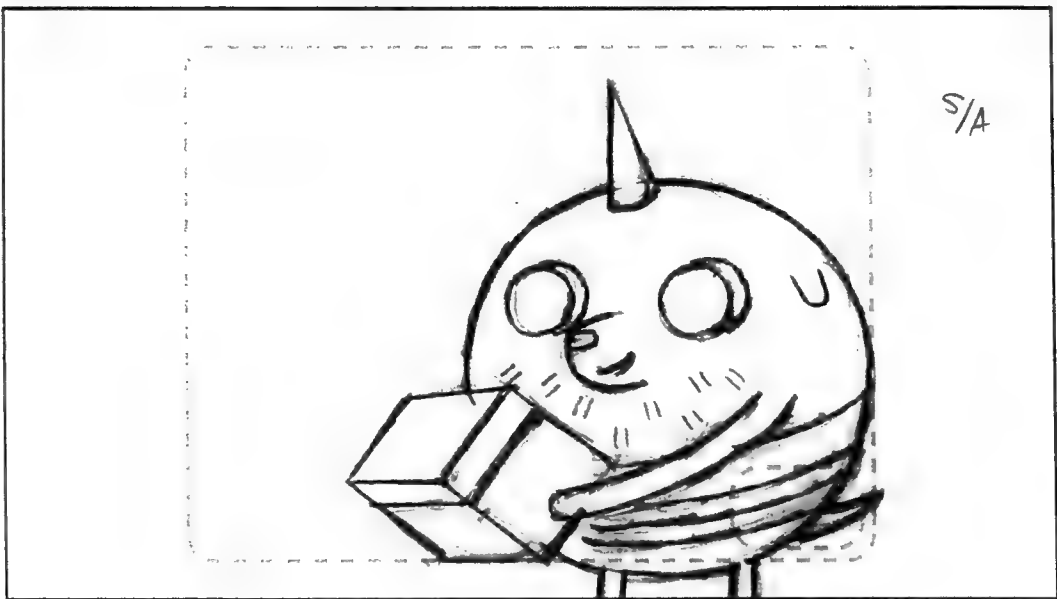


Sc. 18

Pnl. R

Bg.

day night



Dialog:

SFX: Clak.

TV (V.O.): This box LOOKS VINTAGE

Action:

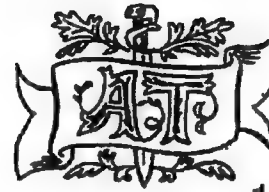
TV closes the box.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 56

Sc. 18

Pnl. S

Bg.

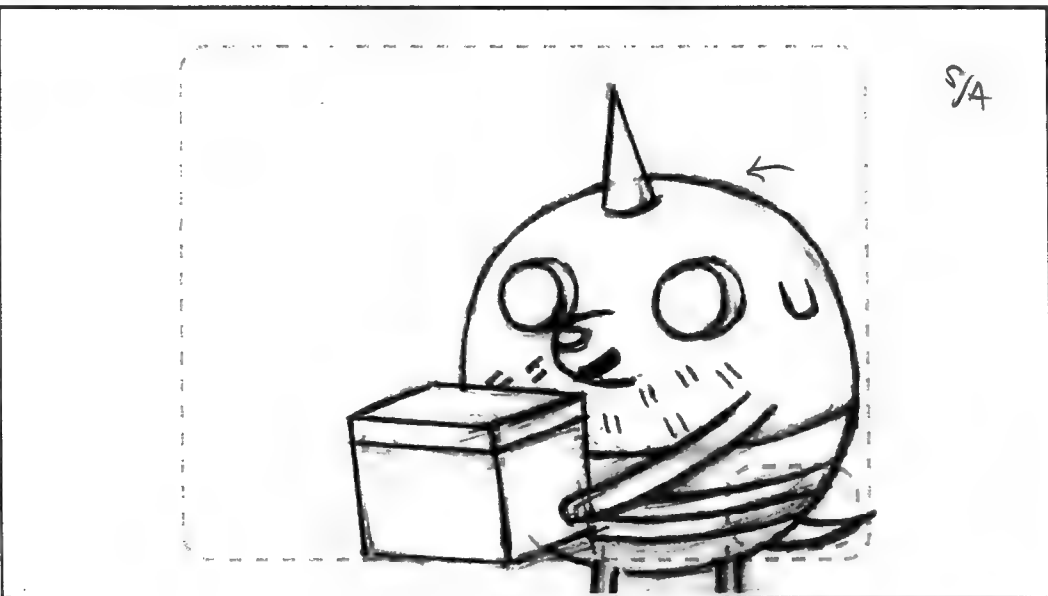
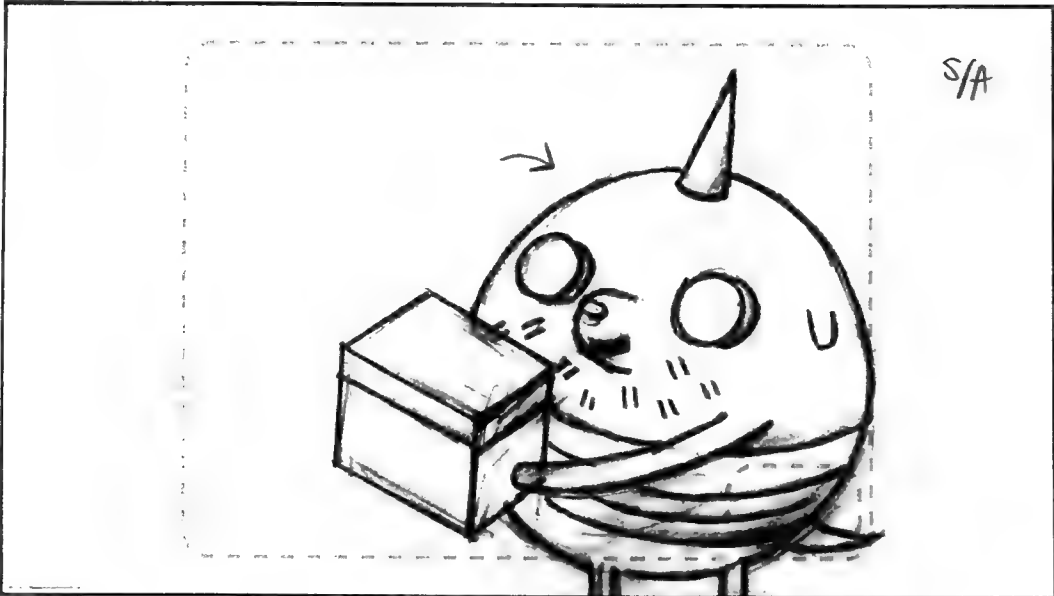
day night

Sc. 18

Pnl. T

Bg.

day night



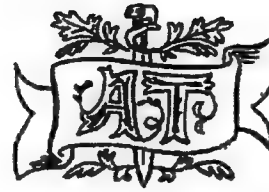
Dialog: <u>TV:</u> It could be worth money.
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



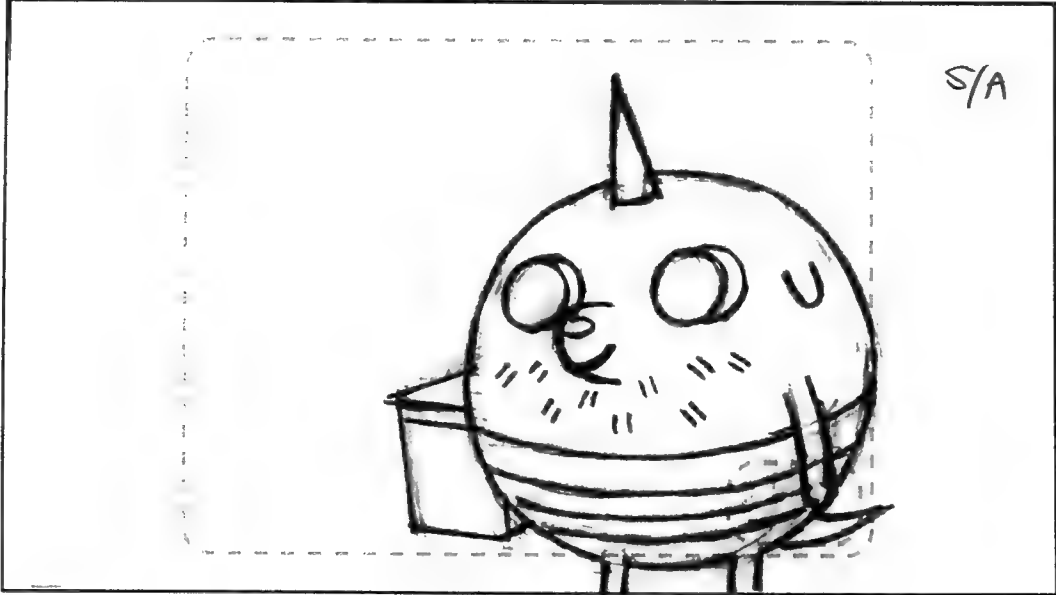
Page 57

Sc. 18

Pnl. U

Bg.

day night

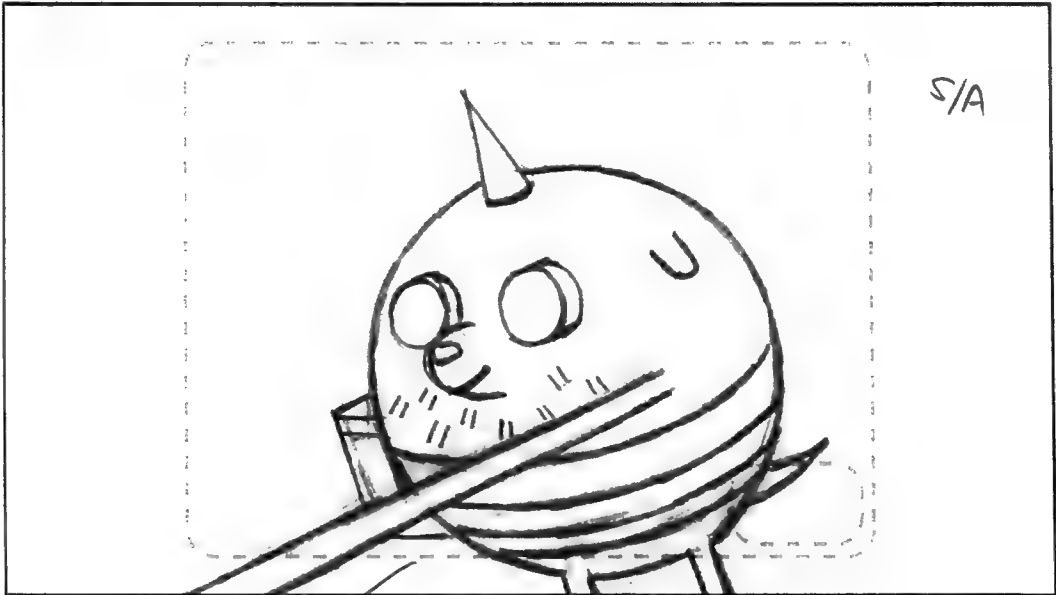


Sc. 18

Pnl. V

Bg.

day night



Dialog:

Action:

- TV REACHES OFF/S

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



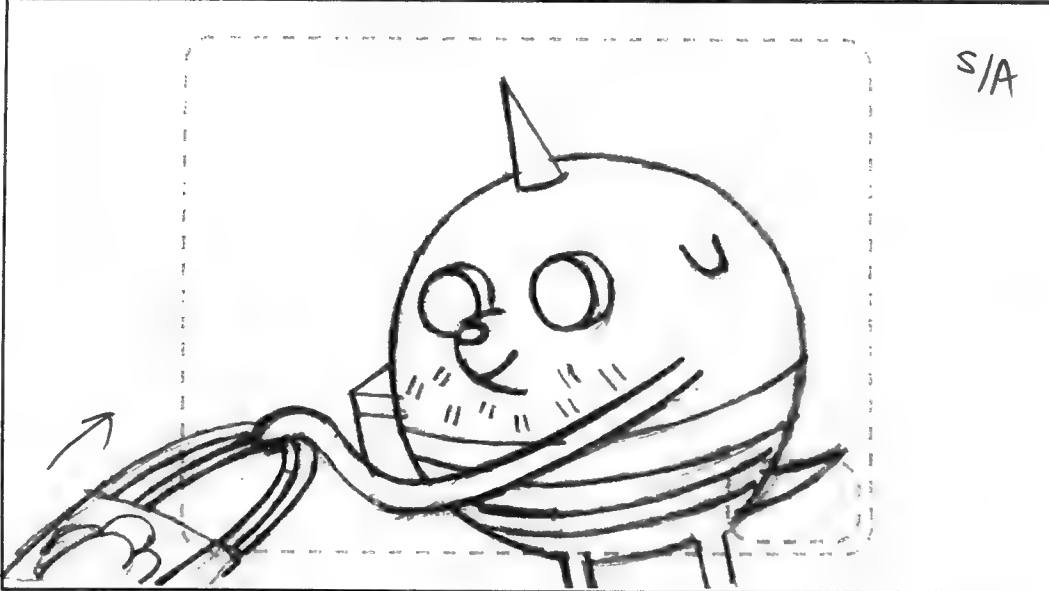
Page 58

Sc. 18

Pnl. W

Bg.

day night

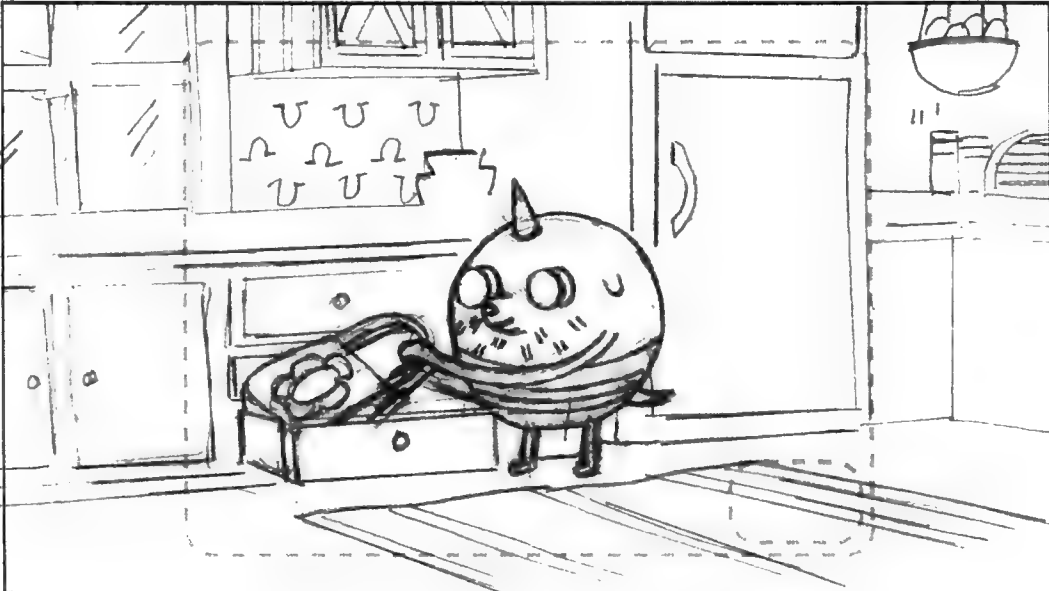


Sc. 19

Pnl. A

Bg.

day night



Dialog:
Action: - TV PICKS UP HANDBAG.
Timing:

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EPISODE # 1034-232
Production :

ADVENTURE TIME



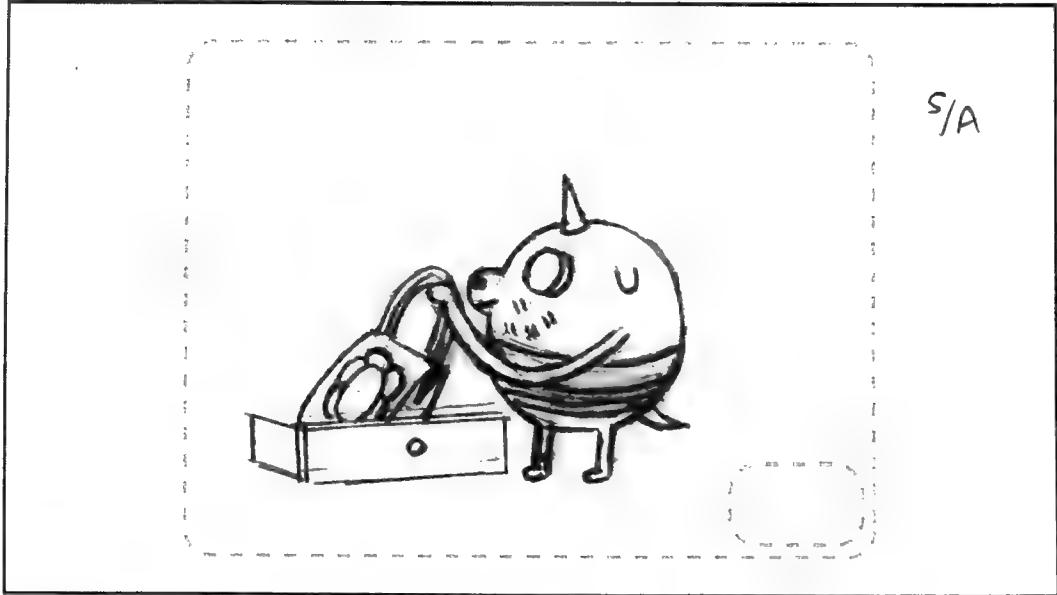
Page 59

Sc. 19

Pnl. B

Bg.

day night

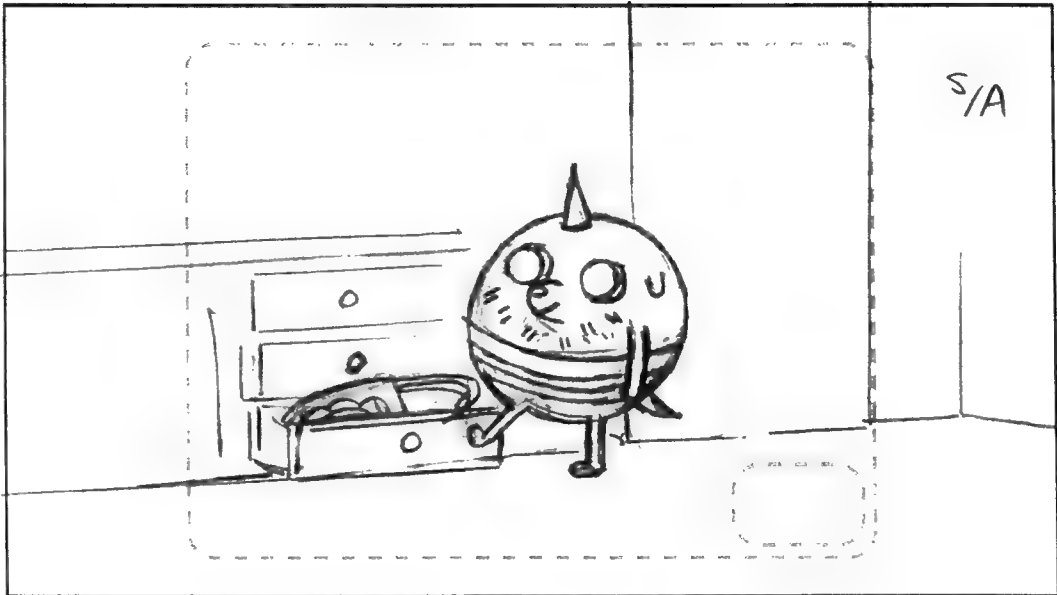


Sc. 19

Pnl. C

Bg.

day night

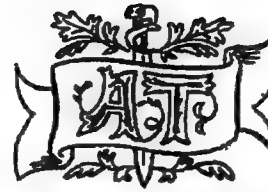


Dialog:	
Action:	- TV puts the handbag back into the drawer. [Antic. closing drawer.]
Timing:	

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EPISODE # 1034-232
Production :

ADVENTURE TIME



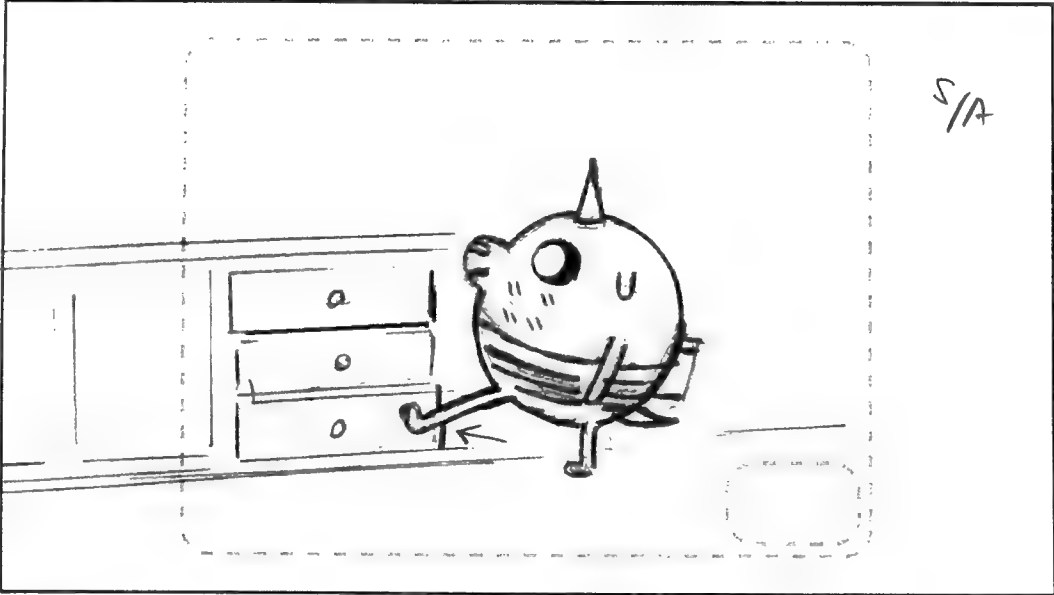
Page 60

Sc. 19

Pnl. D

Bg.

day night

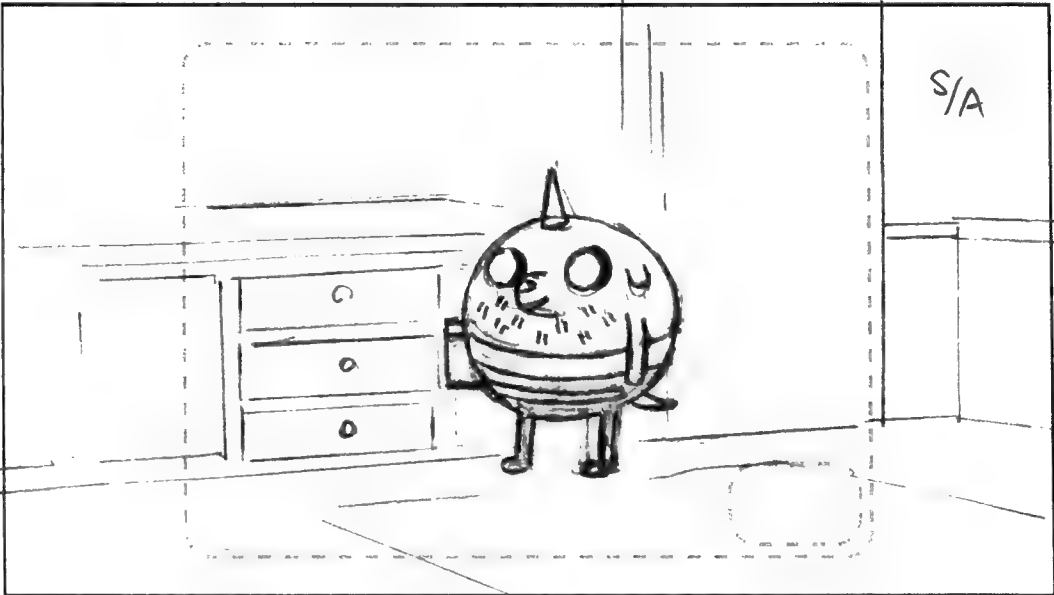


Sc. 19

Pnl. E

Bg.

day night



Dialog:

SFX: Shoont. [drawer]

Action:

TV closes the drawer with his foot.

TV is now feeling good, now that he has a plan.

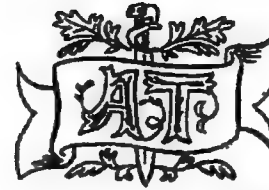
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

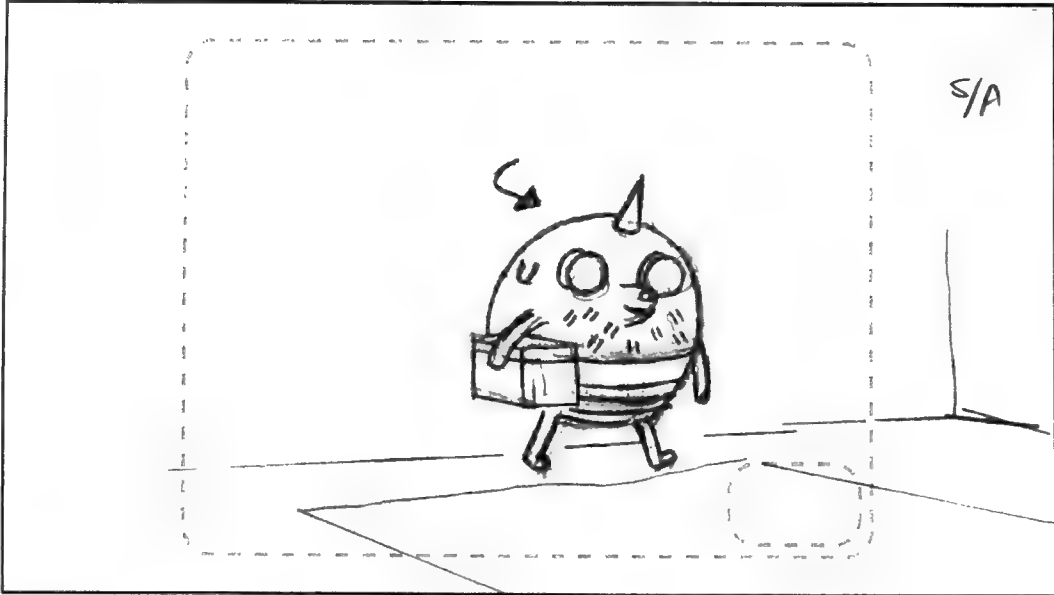


Sc. 19

Pnl. F

Bg.

day night

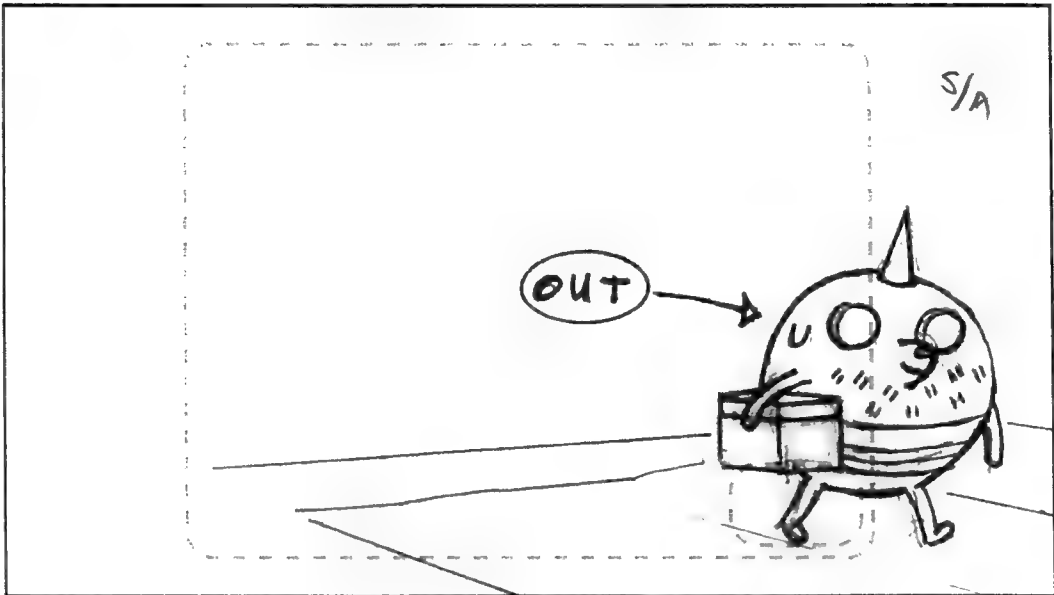


Sc. 19

Pnl. G

Bg.

day night



Dialog:
Action: -TV WALKS OFF/S.
Timing:

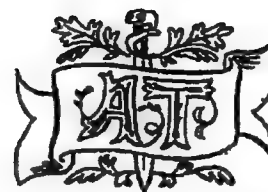
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EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg64

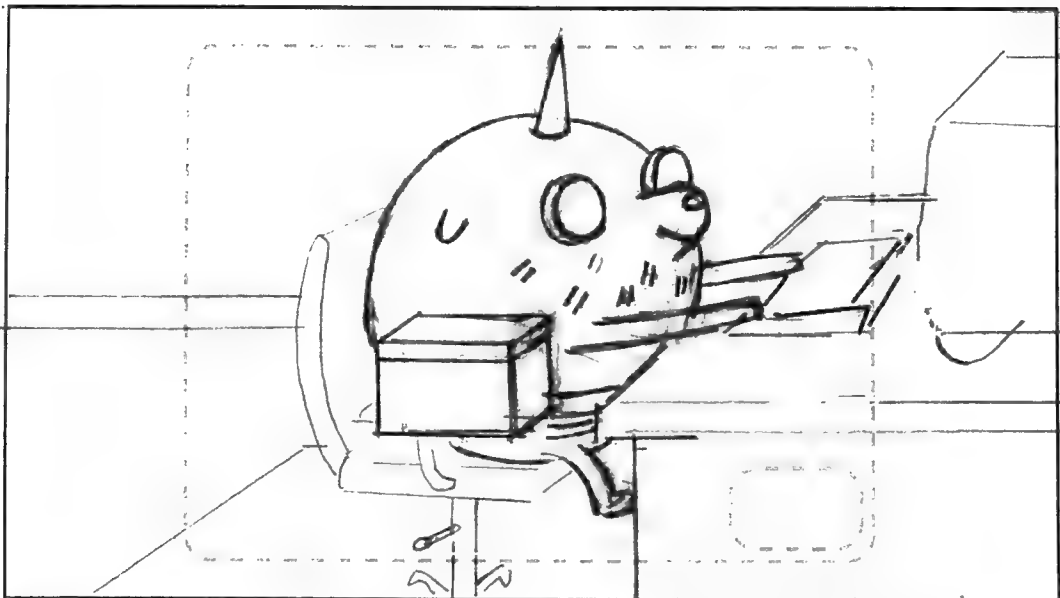
Page 62

Sc. 20

Pnl. A

Bg.

day night

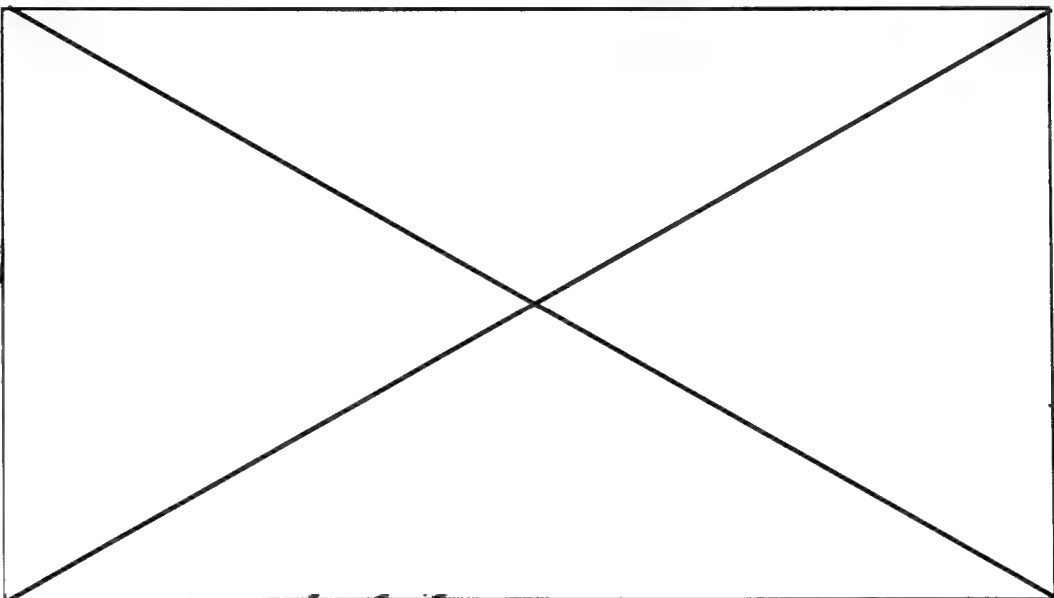


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: Ticka ticka tick [keyboard]

TV (V.O.): " HEY MOM,
I'M GOING TO THE MARKET!
TO SELL A WEIRD BOX. Also I made my --

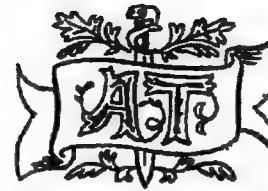
Action:

Timing:

EPISODE # 1034-232

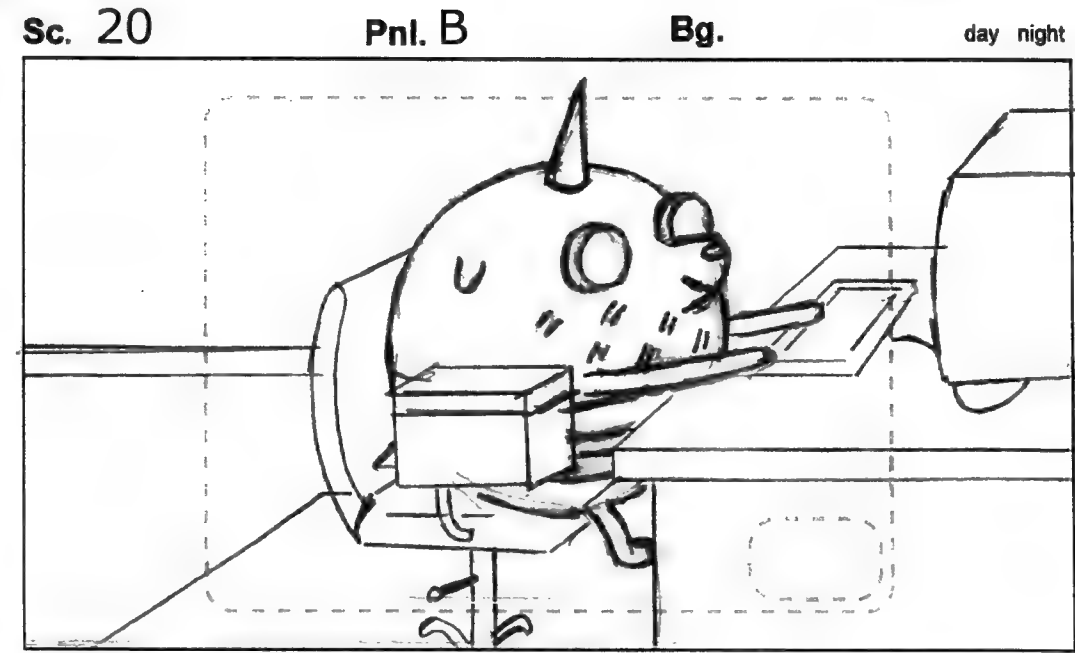
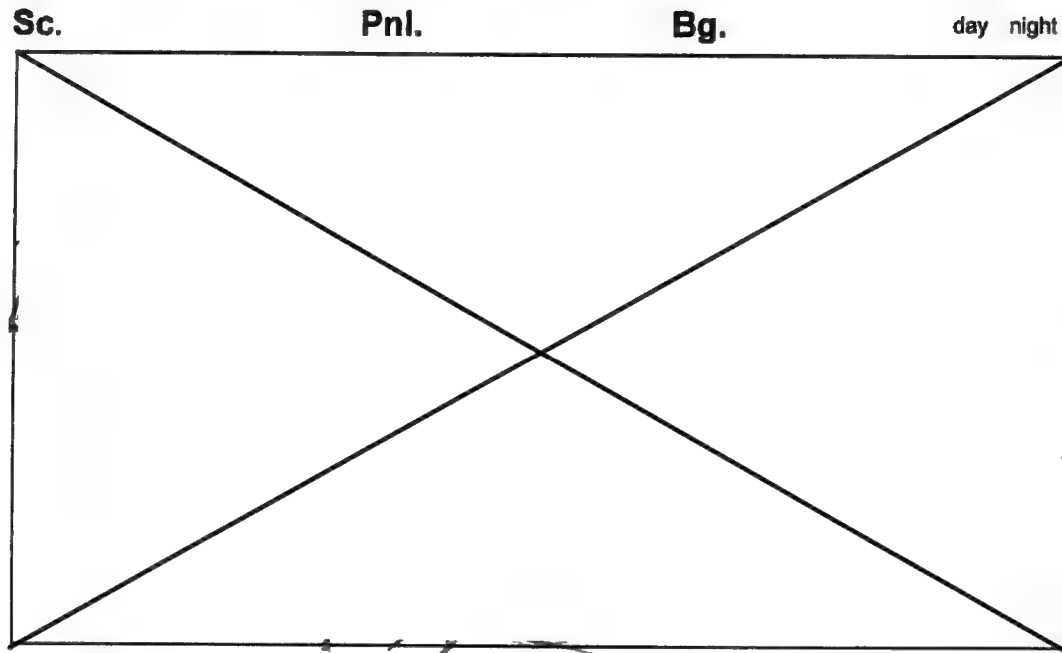
Production :

ADVENTURE TIME



Prev Pg62

Page 64



Dialog:	TV (V.O.): -- own lunch. I ate the WEIRD SANDWICH FROM --
	SFX: TIKKA.
Action:	
Timing:	

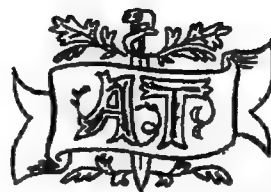
EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg67

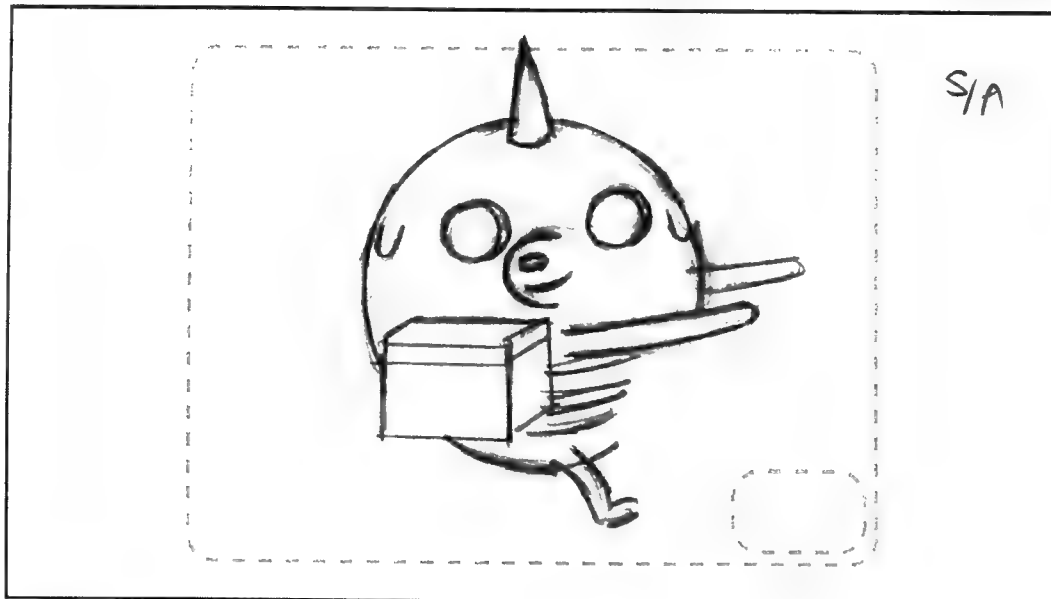
Page 65

Sc. 20

Pnl. C

Bg.

day night

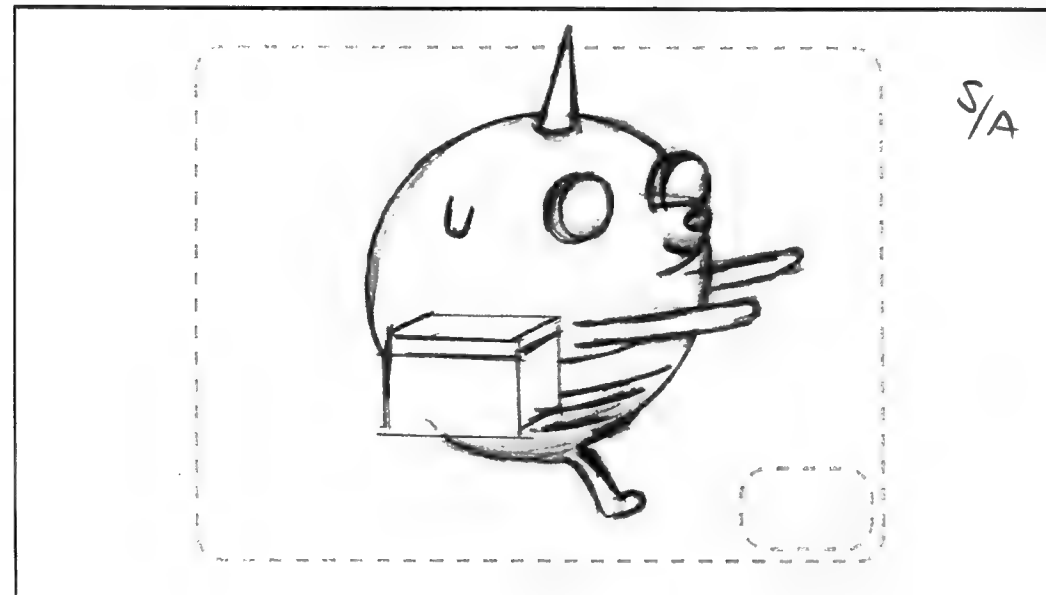


Sc. 20

Pnl. D

Bg.

day night



Dialog:

TV (V.O.): -- the weird box.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

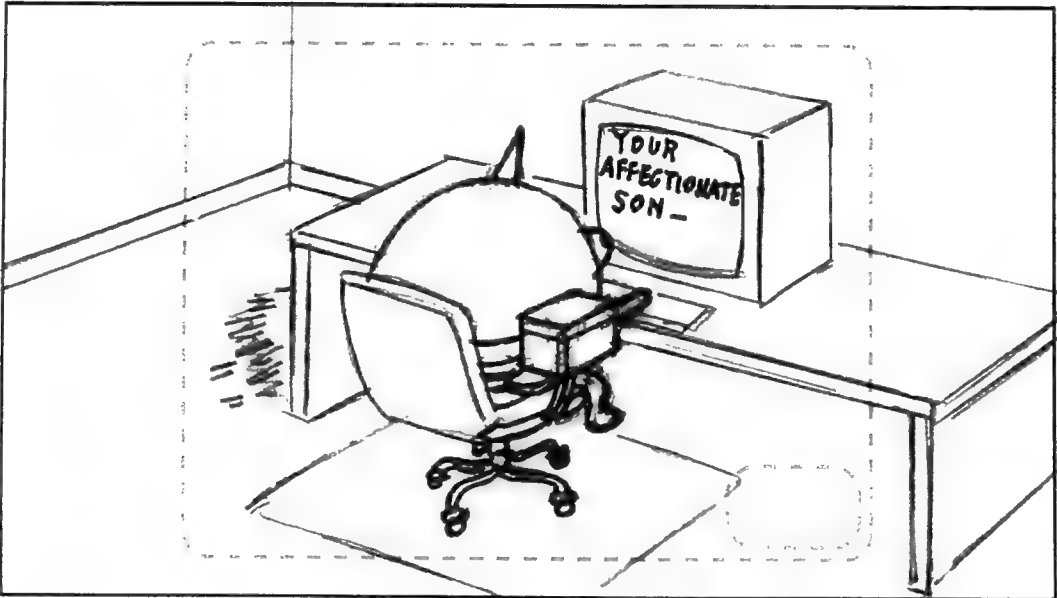


Sc. 23

Pnl. A

Bg.

day night

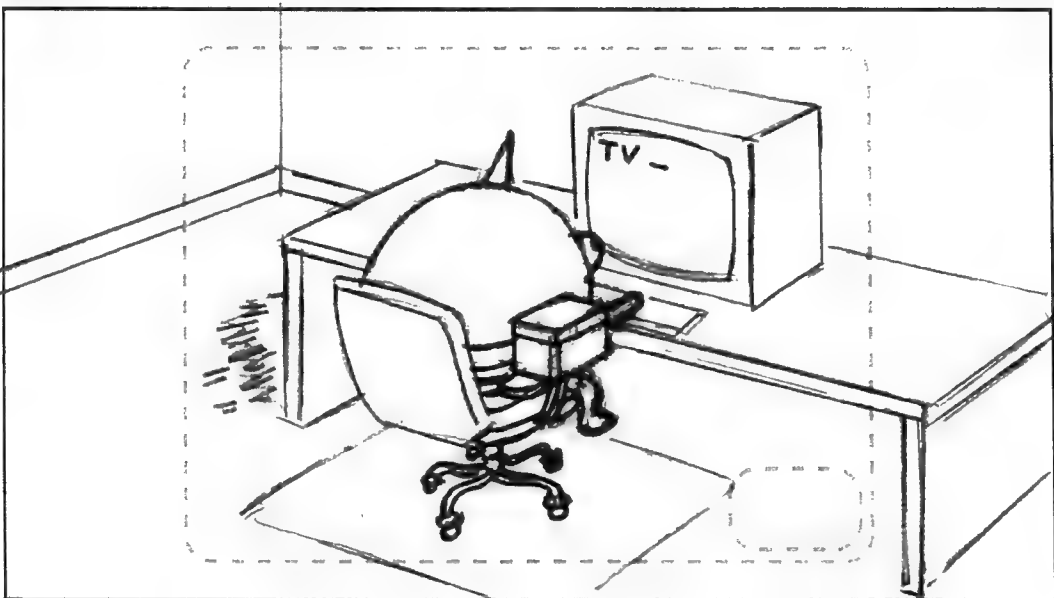


Sc. 23

Pnl. B

Bg.

day night



Dialog:

TV (V.O.): Your affectionate son,

TV (V.O.): -- TV.

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

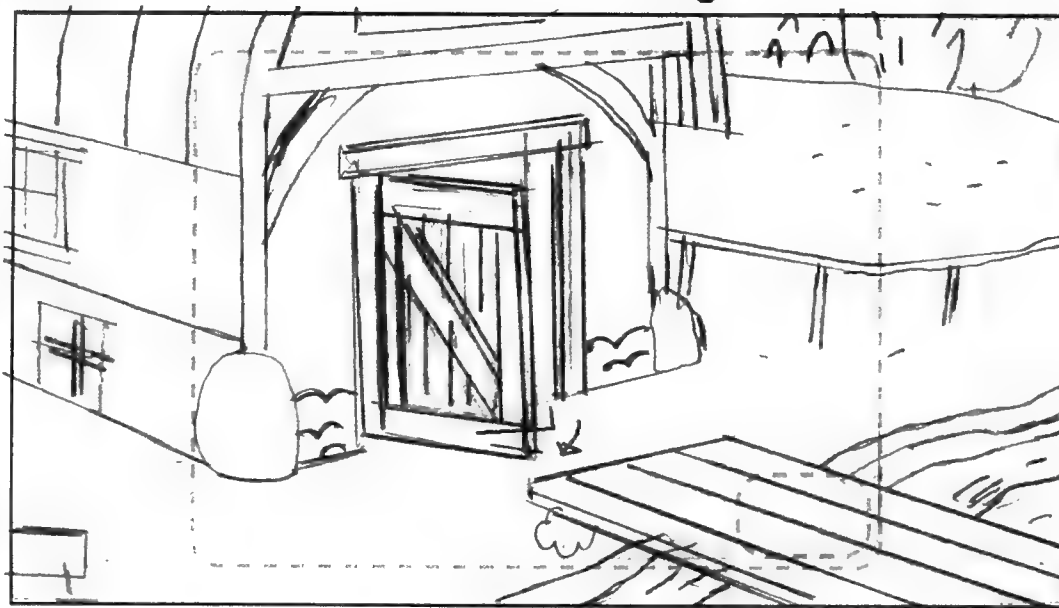


Sc. 25

Pnl. A

Bg.

day night

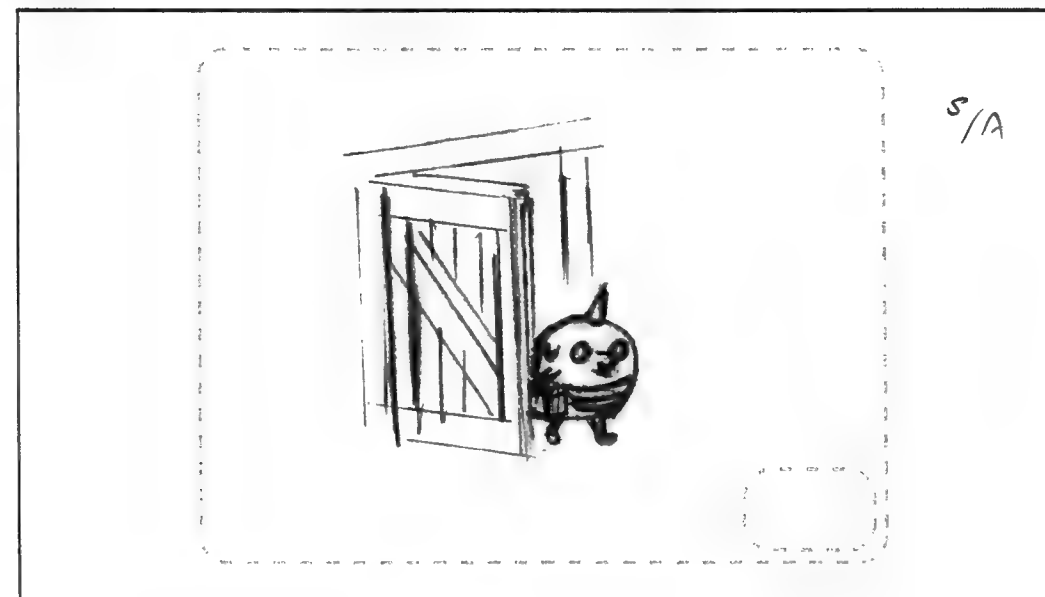


Sc. 25

Pnl. B

Bg.

day night



Dialog:

♪ (singing song) ♪
TV (v.o)/ Gonna sell the -- ♪

Action:

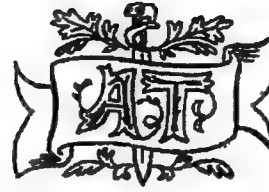
Door is swinging open a bit, from nearly-closed position.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



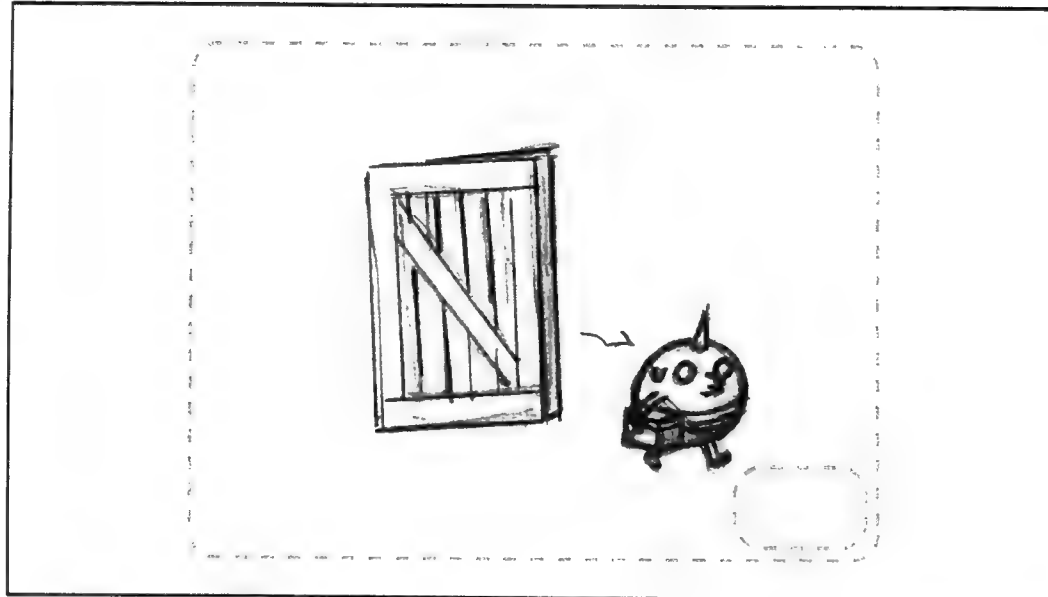
Page 73

Sc. 25

Pnl. C

Bg.

day night

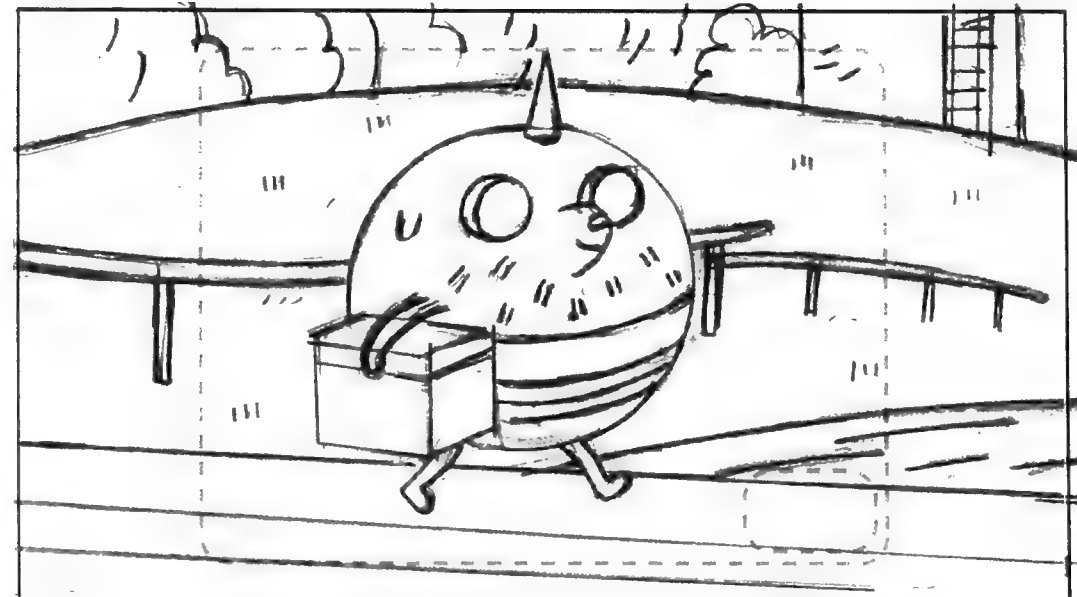


Sc. 26

Pnl. A

Bg.

day night



Dialog:

(singing song)

SFX: Thoomp thoomp thoomp [feet on bridge]

♪ TV (v.o)/ -- weird box. ♪

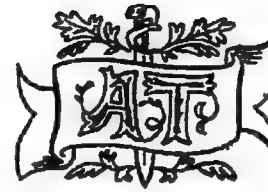
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



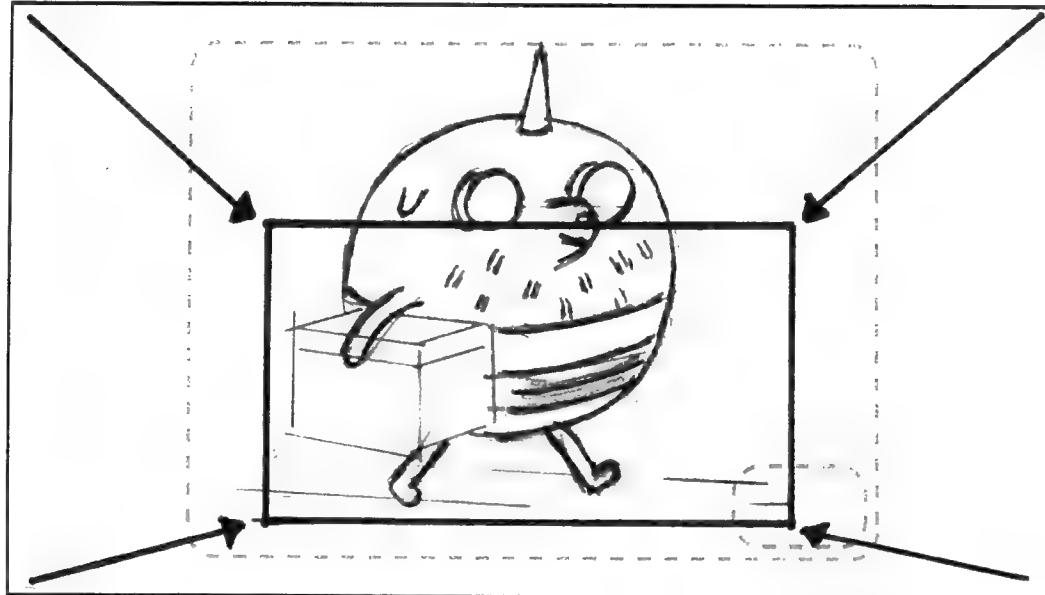
Page 74

Sc. 26

Pnl. B

Bg.

day night

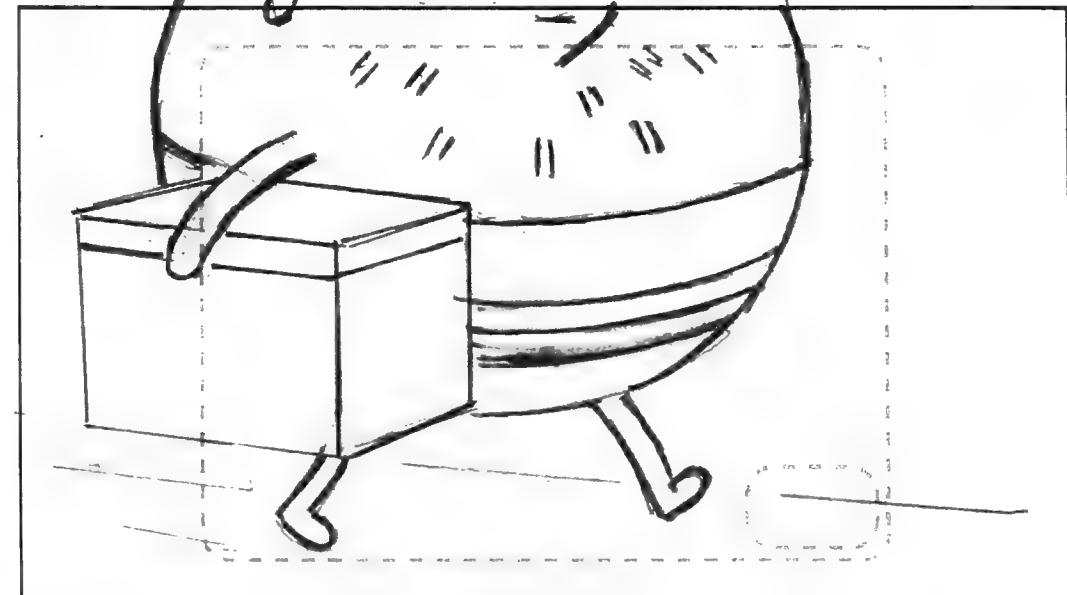


Sc. 26

Pnl. C

Bg.

day night



Dialog:

♪♪ (singing song) ♪♪
TV (v.o.)/ Gonna make some--

Action:

Truck In on TV's belly.

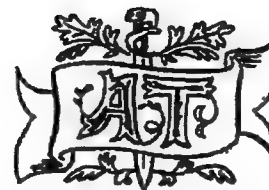
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

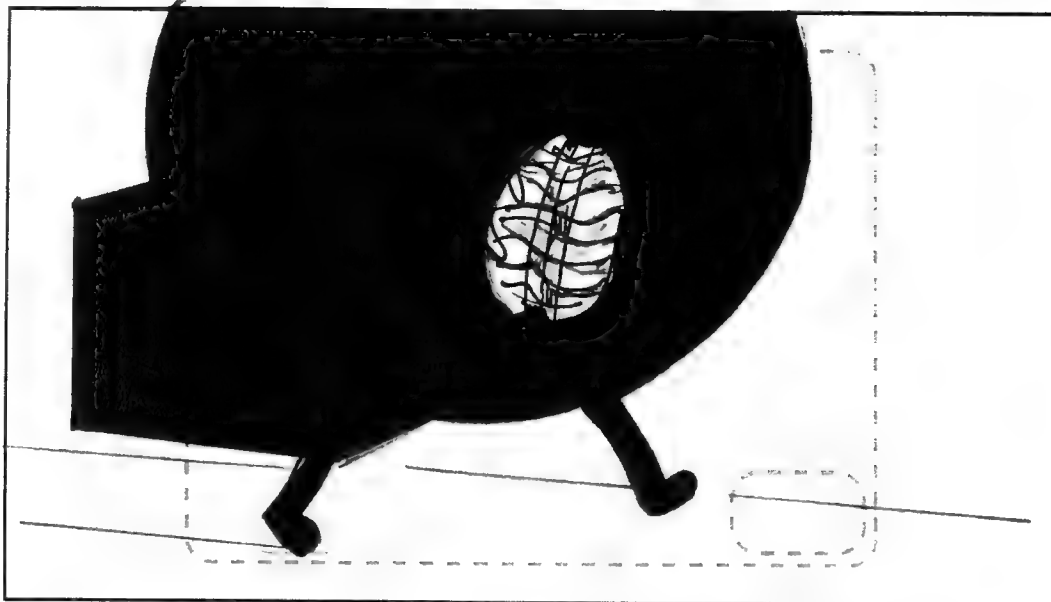


Sc. 26

Pnl. D

Bg.

day night

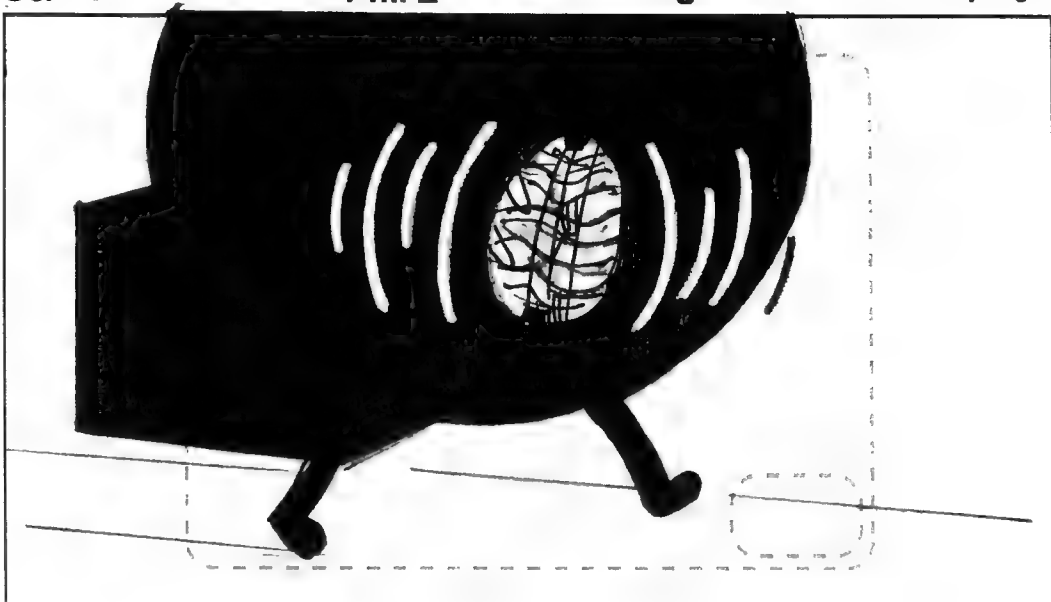


Sc. 26

Pnl. E

Bg.

day night



Dialog:

(singing song)
TV (v.o.)/ -- mad bucks. SFX: * V M M M M M M *

Action:

Diss. on: X-Ray view of TV's belly.

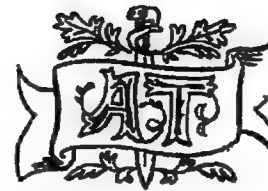
Energy waves come from the CRYSTAL

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



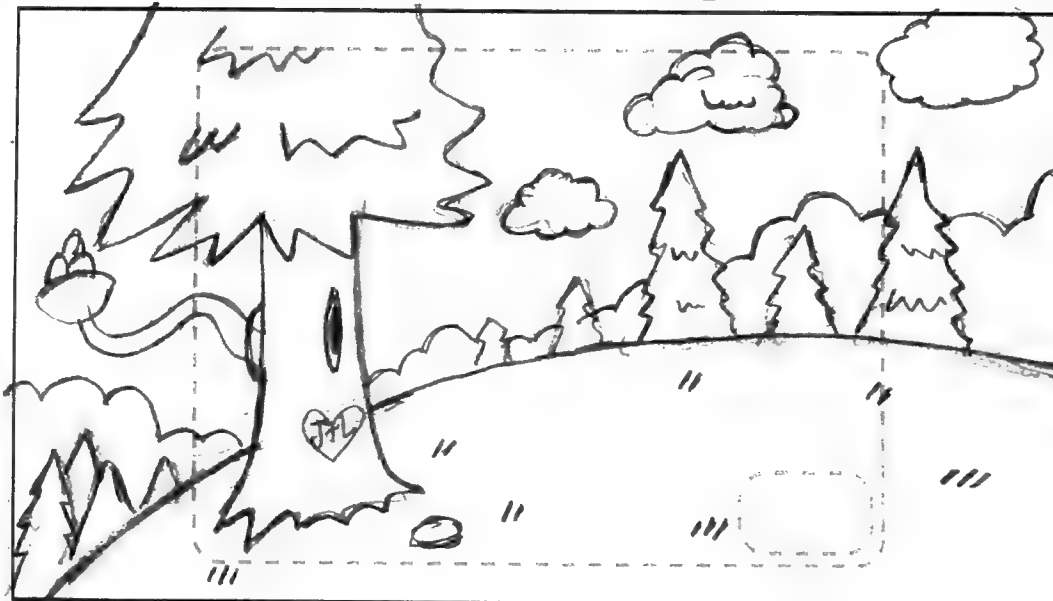
Page 76

Sc. 27

Pnl. A

Bg.

day night

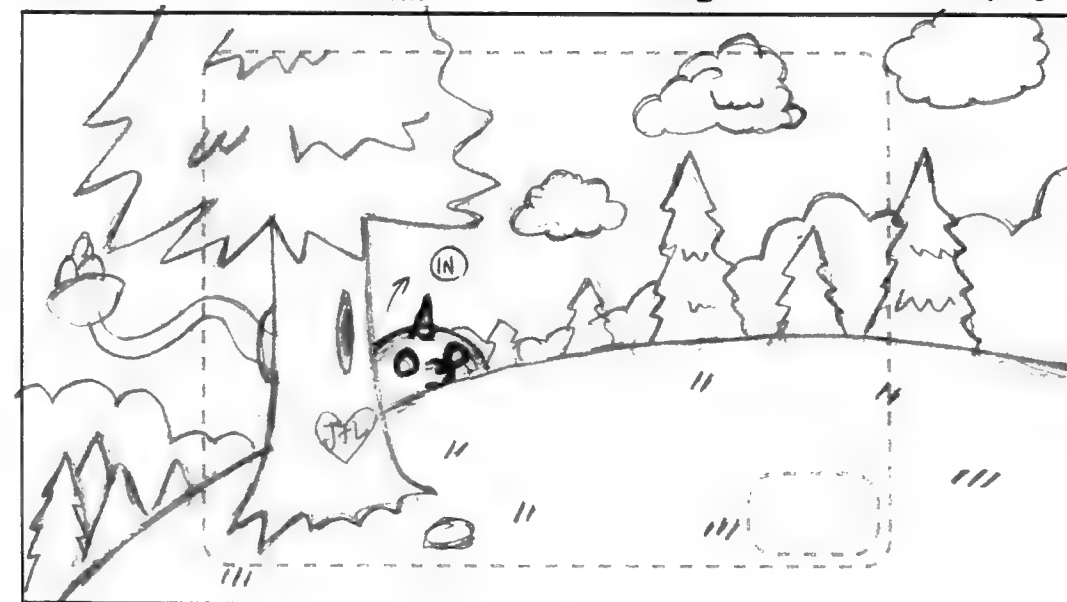


Sc. 27

Pnl. B

Bg.

day night



Dialog:

TV: (SING SONG)

Gonna buy--

Action:

On hillside near the barn.

TV walks over the hill.

Timing:

EPISODE # 1034-232

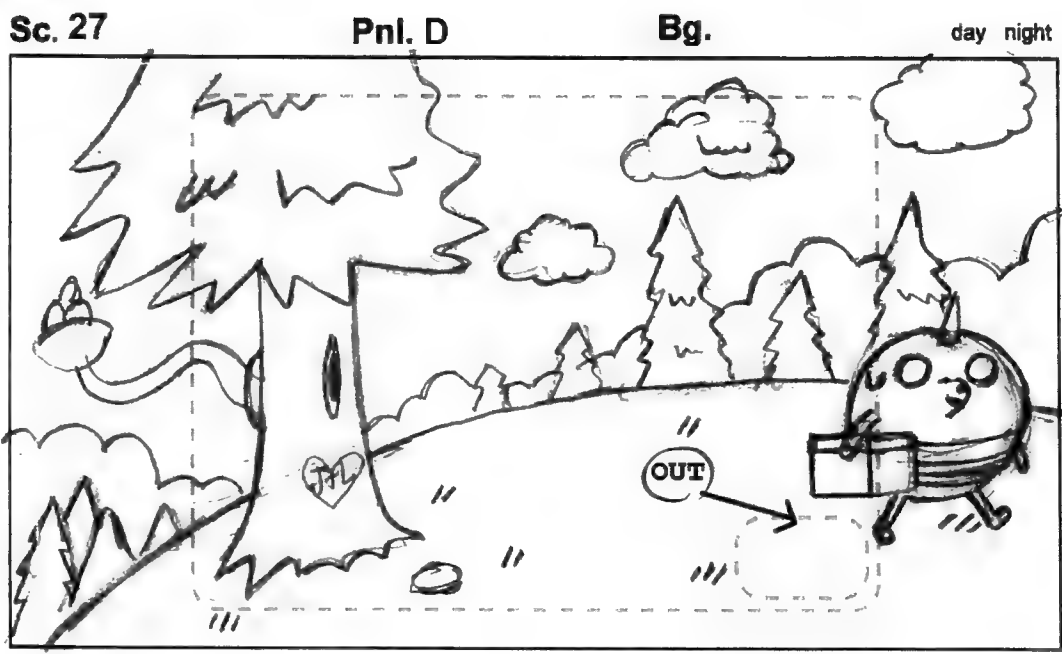
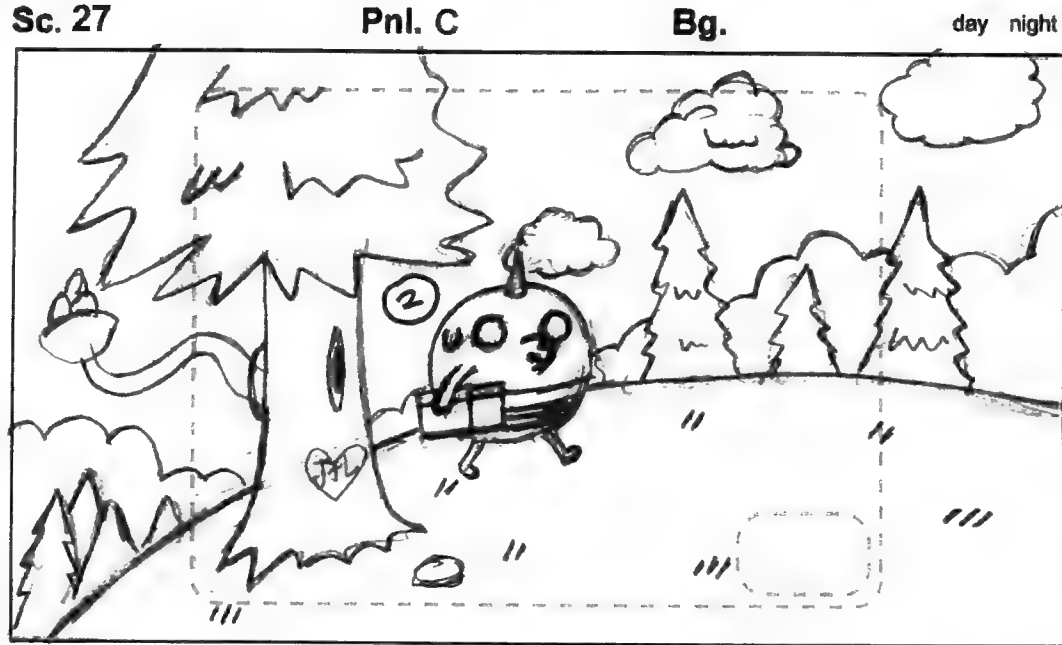
Production :

ADVENTURE TIME



Next pg80

Page 77



Dialog:

TV: ♪ -- some new books. ♪

Action:

SA (1)

Timing:

- TV WALKS OFF/S.

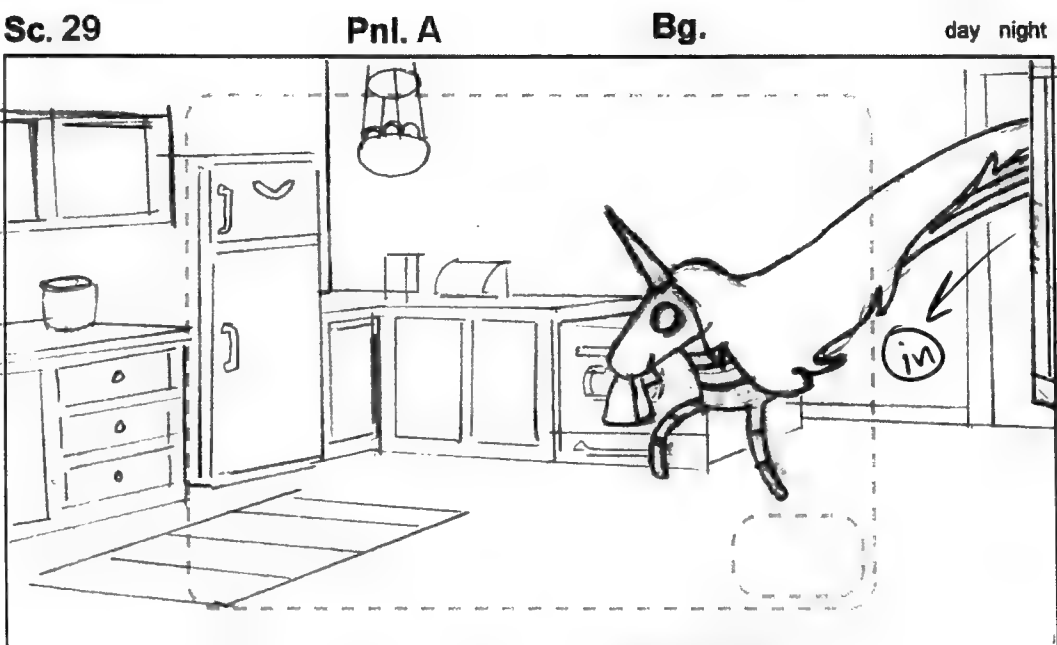
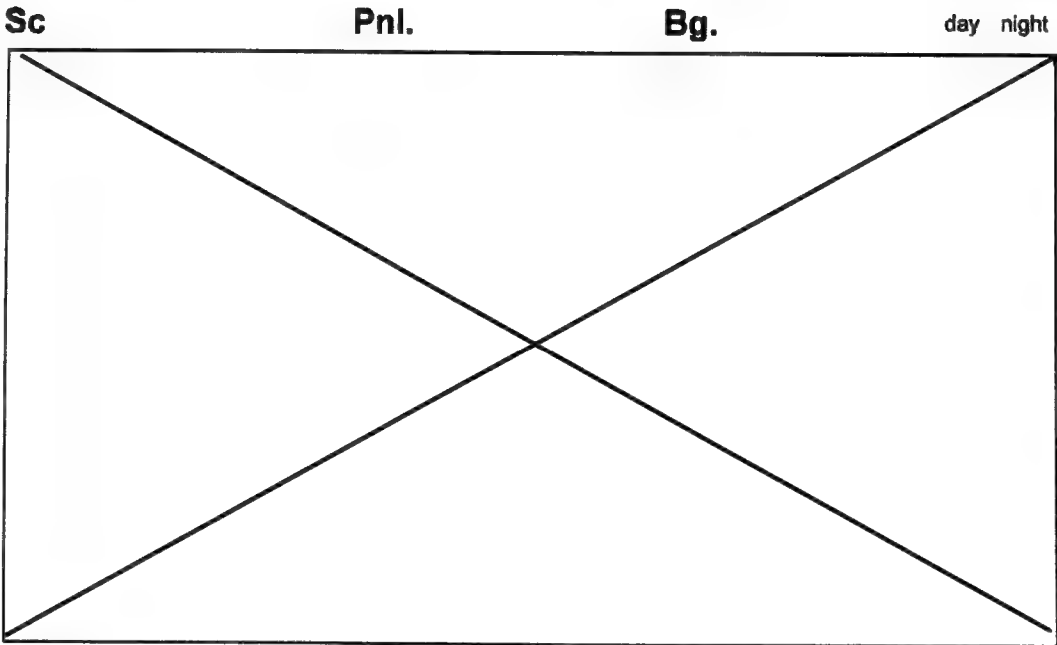
c. 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the source, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1034-232
Production :

ADVENTURE TIME



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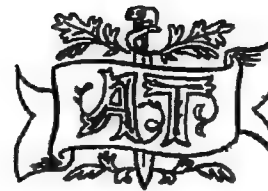


Dialog:	<p>SFX: Doink doink (computer sound, very quiet in the background)</p> <p>LR: (BAG -IN- MOUTH) TV!!!</p>
Action:	<p>LR enters the kitchen area.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



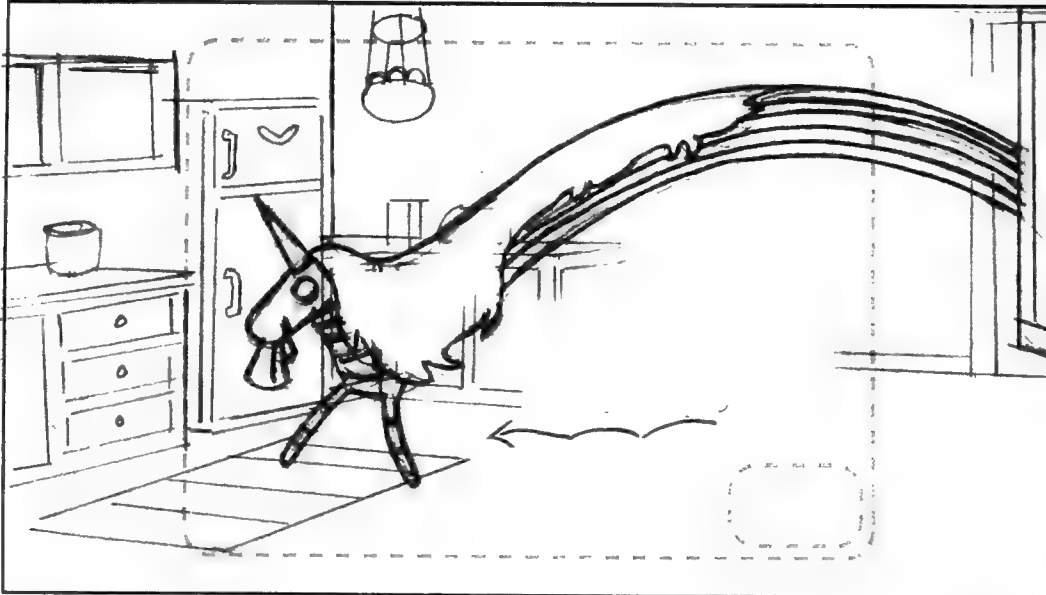
Page 81

Sc. 29

Pnl. B

Bg.

day night

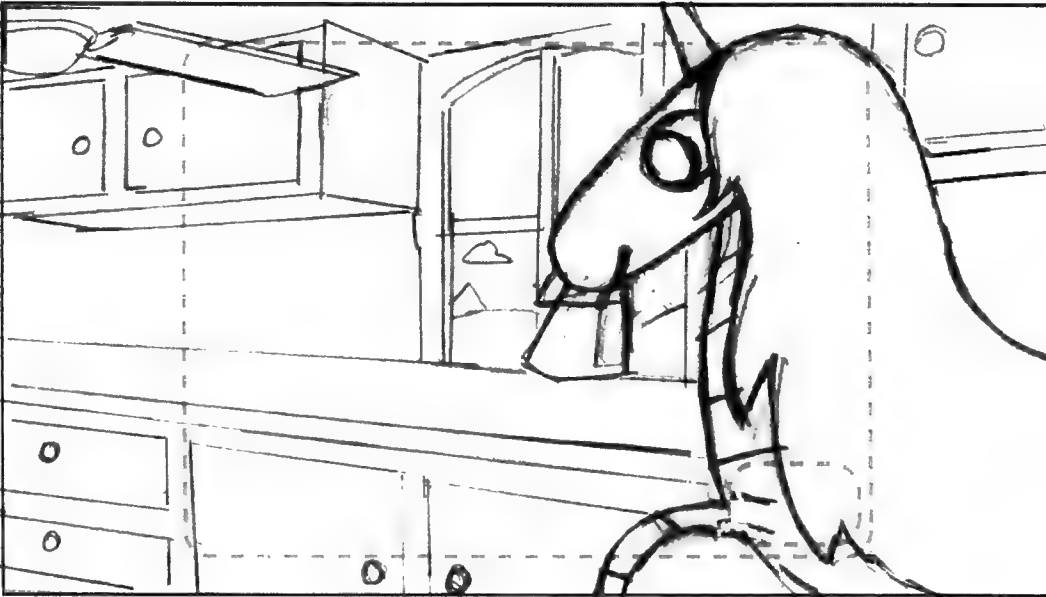


Sc. 30

Pnl. A

Bg.

day night



Dialog:

SFX: Doink doink (Cont. computer sound,
very quiet in the background)

Action:

Timing:

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EPISODE # 1034-232

Production :

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ADVENTURE TIME

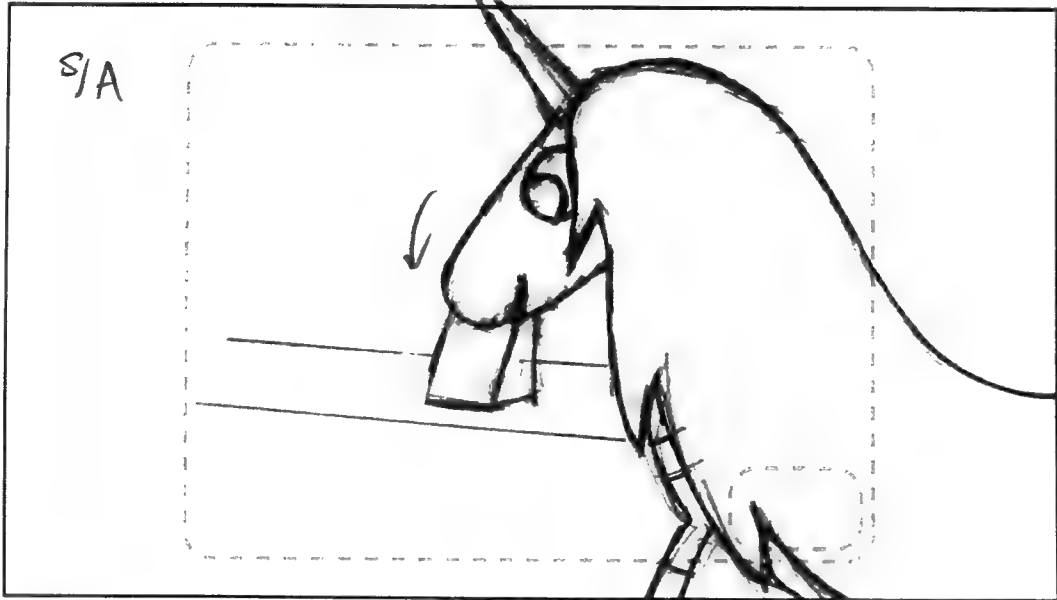


Sc. 30

Pnl. B

Bg.

day night

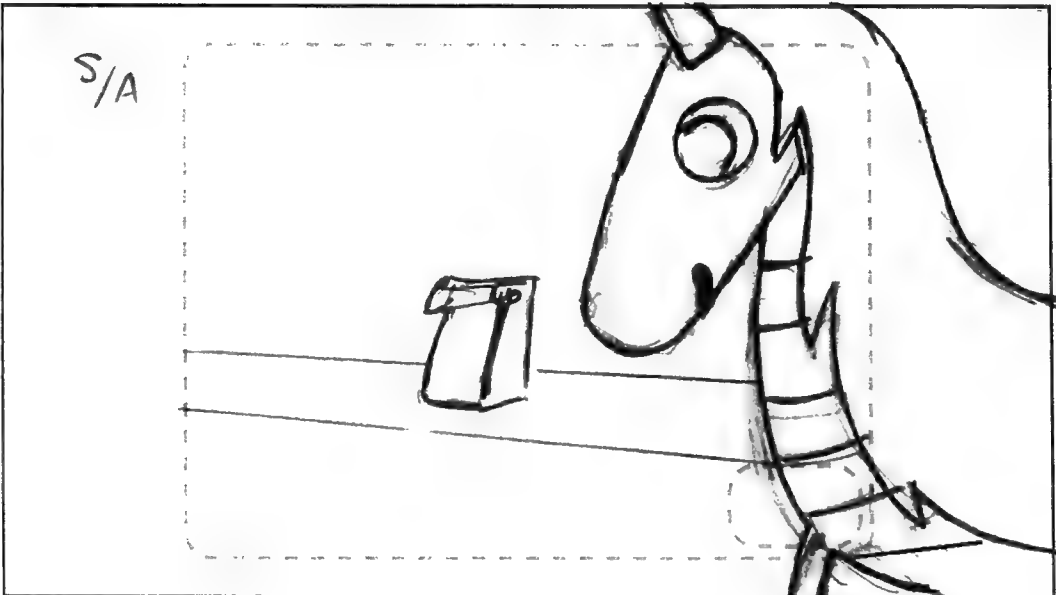


Sc. 30

Pnl. C

Bg.

day night



Dialog:

LR: TV?

Action:

LR puts a Doggy Bag down on the kitchen counter.



Maybe something like this.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



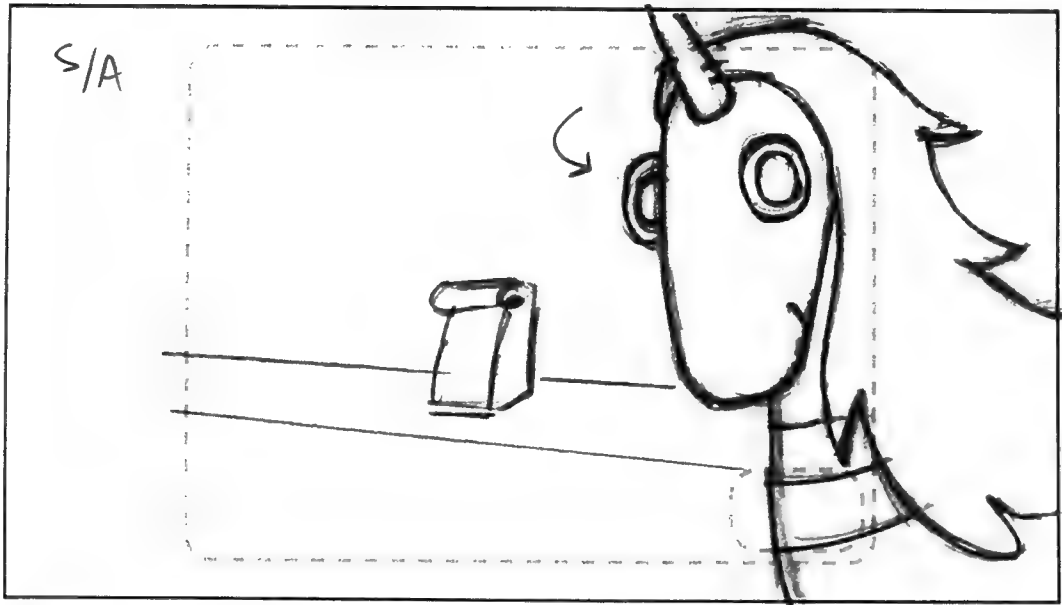
Page 83

Sc. 30

Pnl. D

Bg.

day night

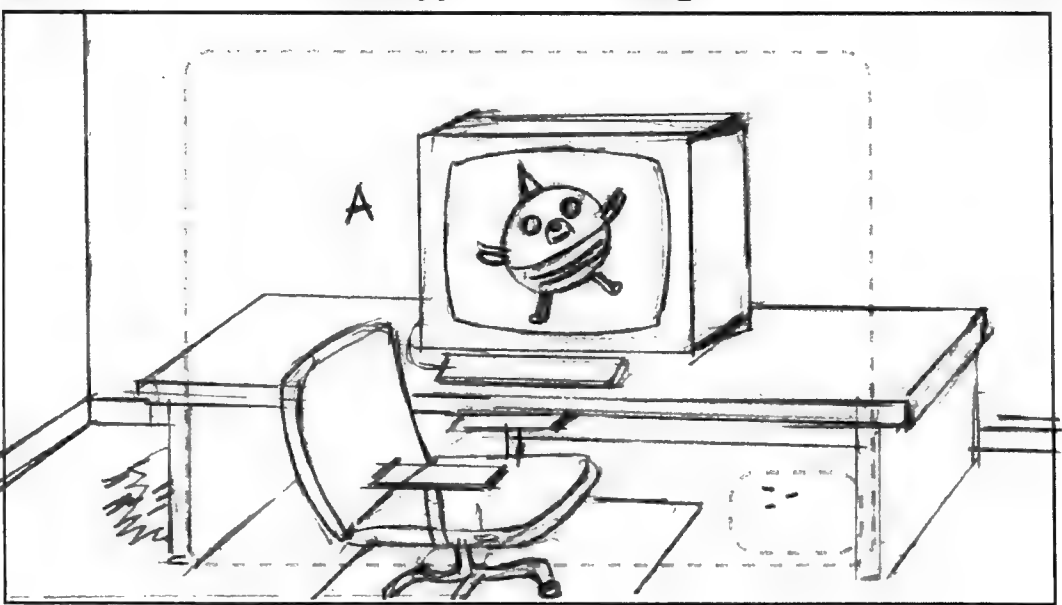


Sc. 31

Pnl. A

Bg.

day night



Dialog:

SFX: Doink doink [computer]

SFX: Doink doink [computer]

Action:

LR looks around.

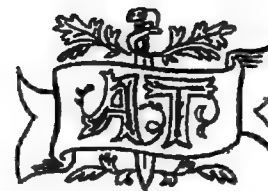
An animated cycle of TV is on the computer
(like, two drawings).

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



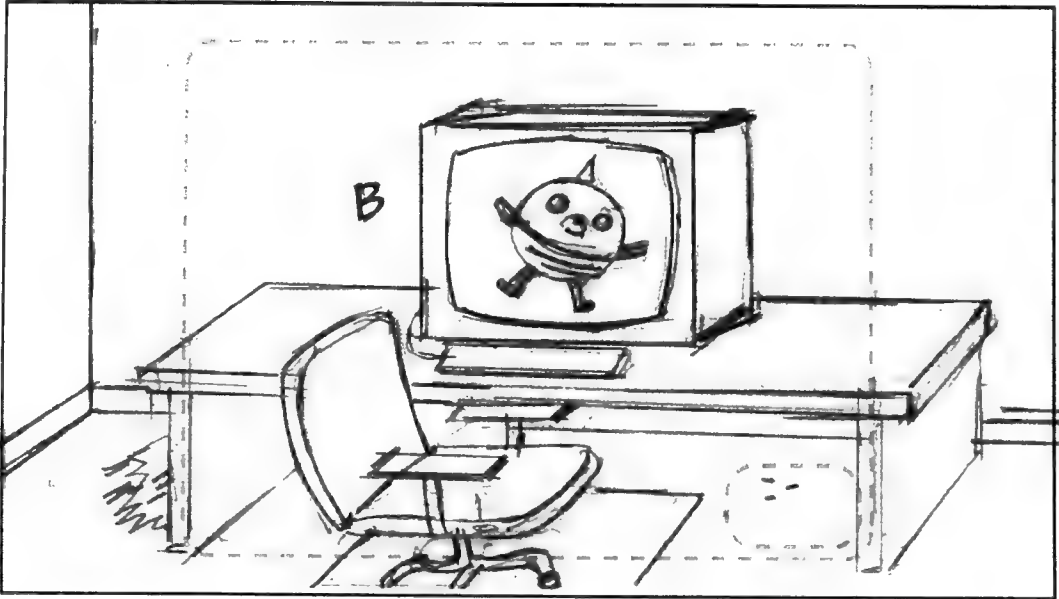
Page 84

Sc. 31

Pnl. B

Bg.

day night

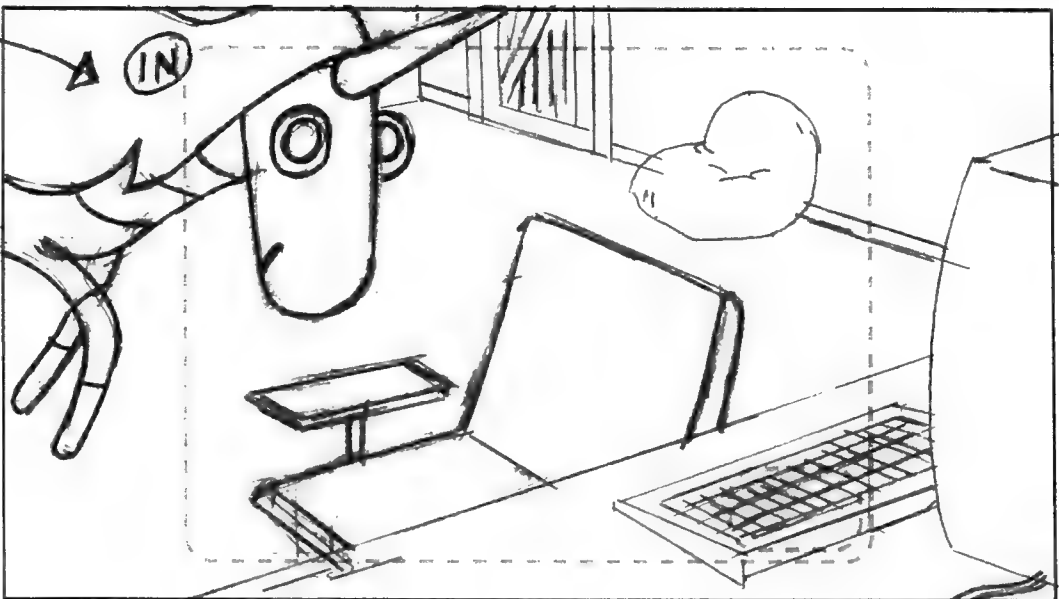


Sc. 32

Pnl. A

Bg.

day night



Dialog:

Action:

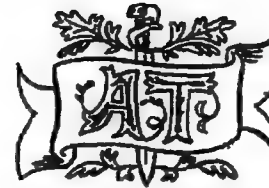
-LR WALKS ON/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



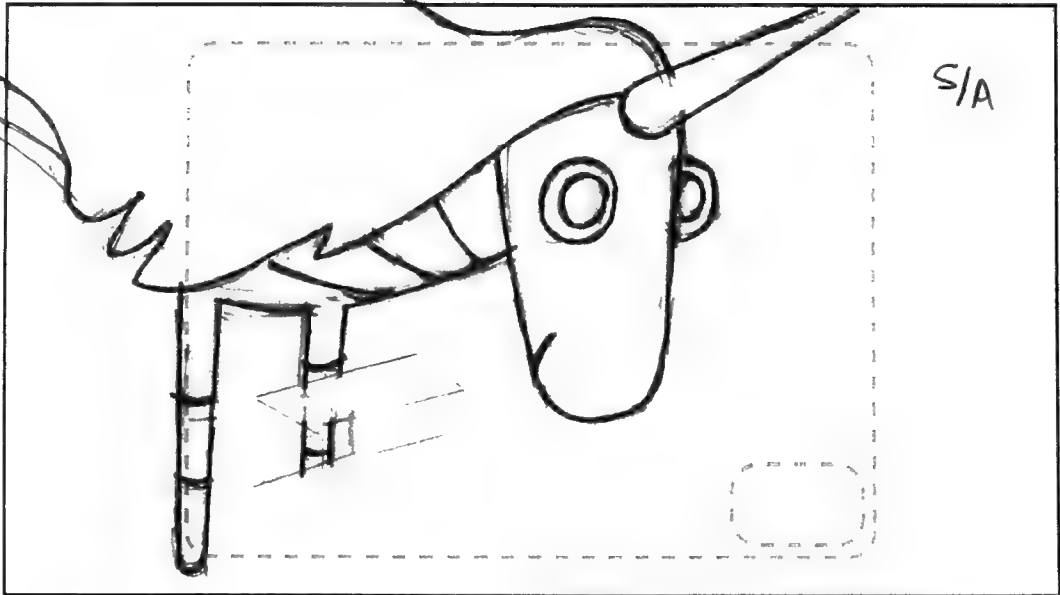
Page 85

Sc. 32

Pnl. B

Bg.

day night

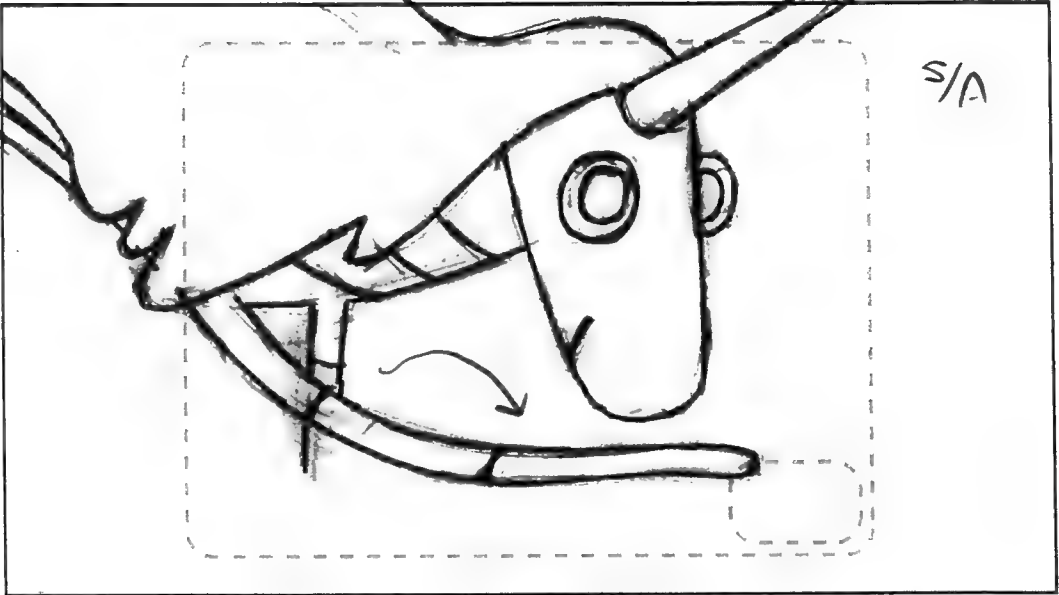


Sc. 32

Pnl. C

Bg.

day night



Dialog:

SFX: Ticka ticka [keyboard]

TV: (ON COMPUTER) Hey, mom --

Action:

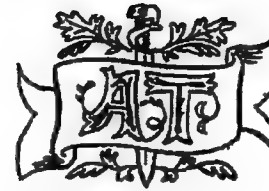
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



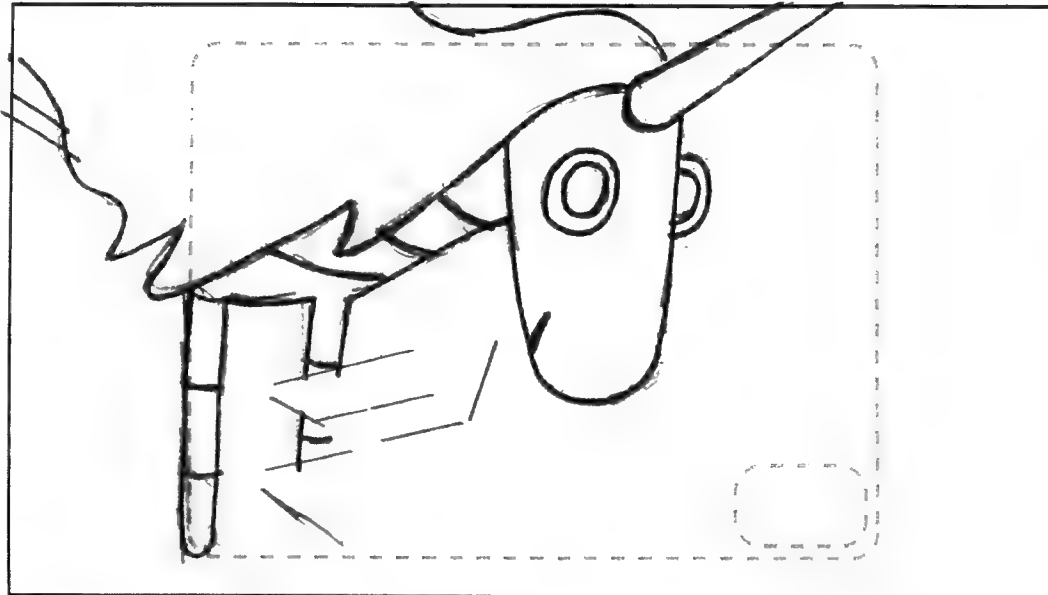
Page 86

Sc. 32

Pnl. D

Bg.

day night

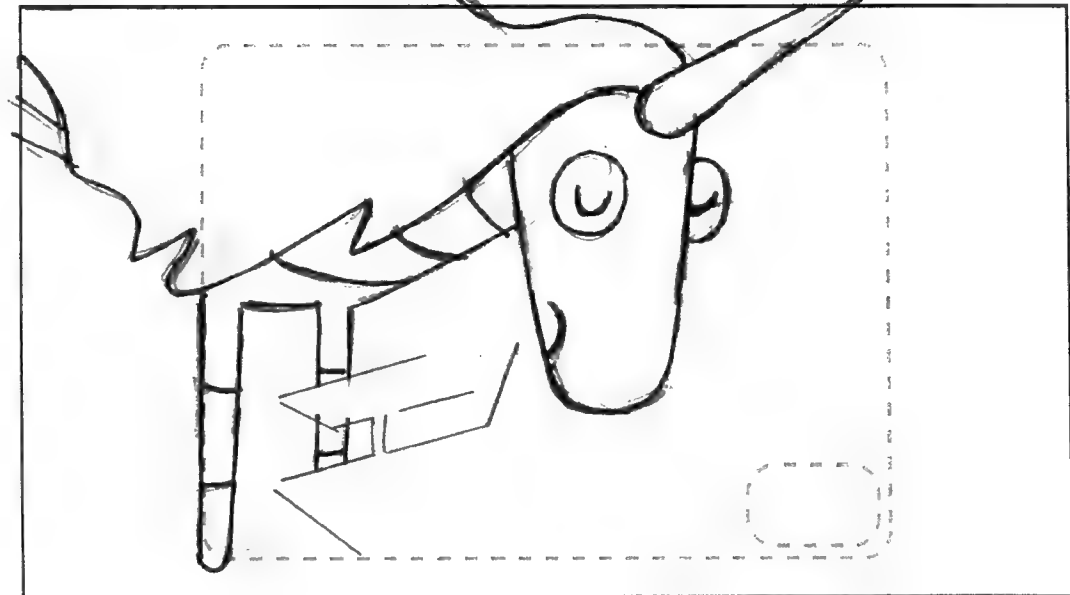


Sc. 32

Pnl. E

Bg.

day night



Dialog:

TV (on the computer): " I'm going to the
market to sell a secret
WEIRD BOX. "

Action:

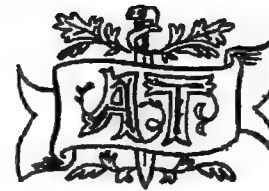
- LADY SLOW BLINK

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

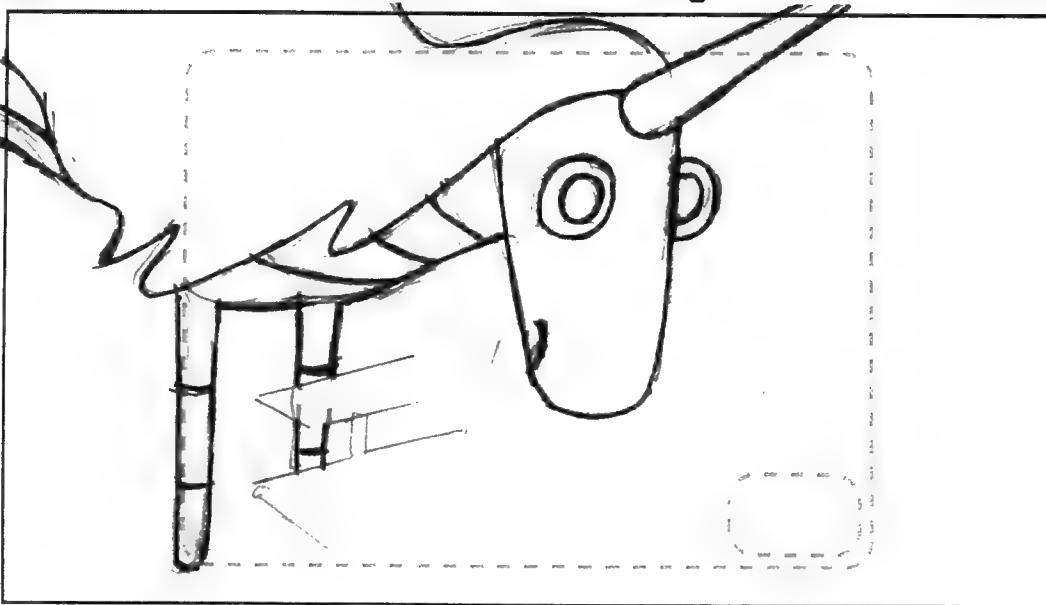


Sc. 32

Pnl. F

Bg.

day night

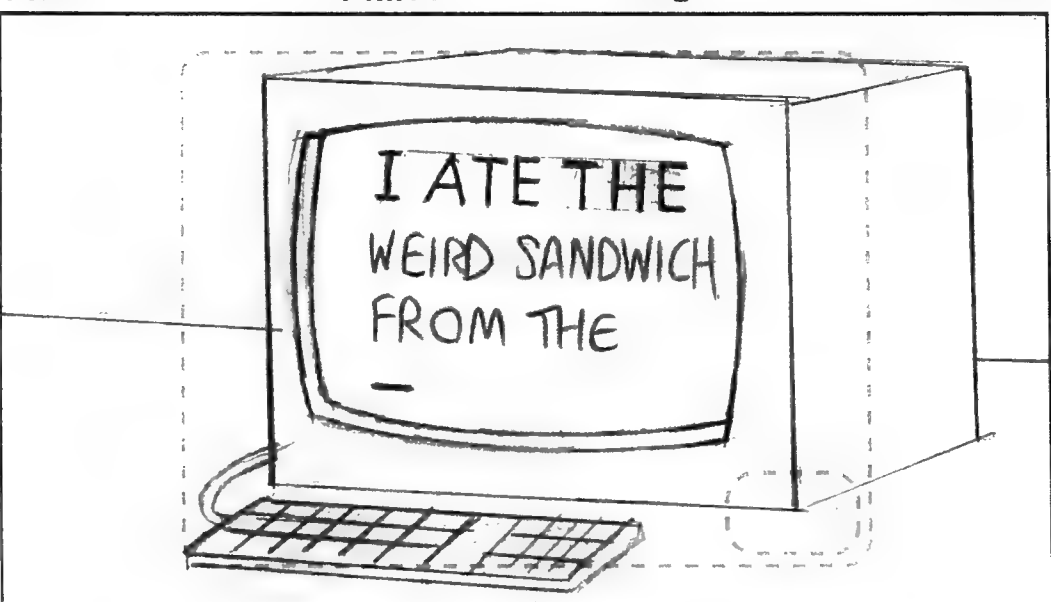


Sc. 33

Pnl. A

Bg.

day night



Dialog:

TV (on the computer): I ate the weird --

TV (on the computer): -- SANDWICH FROM
THE WEIRD BOX ...

Action:

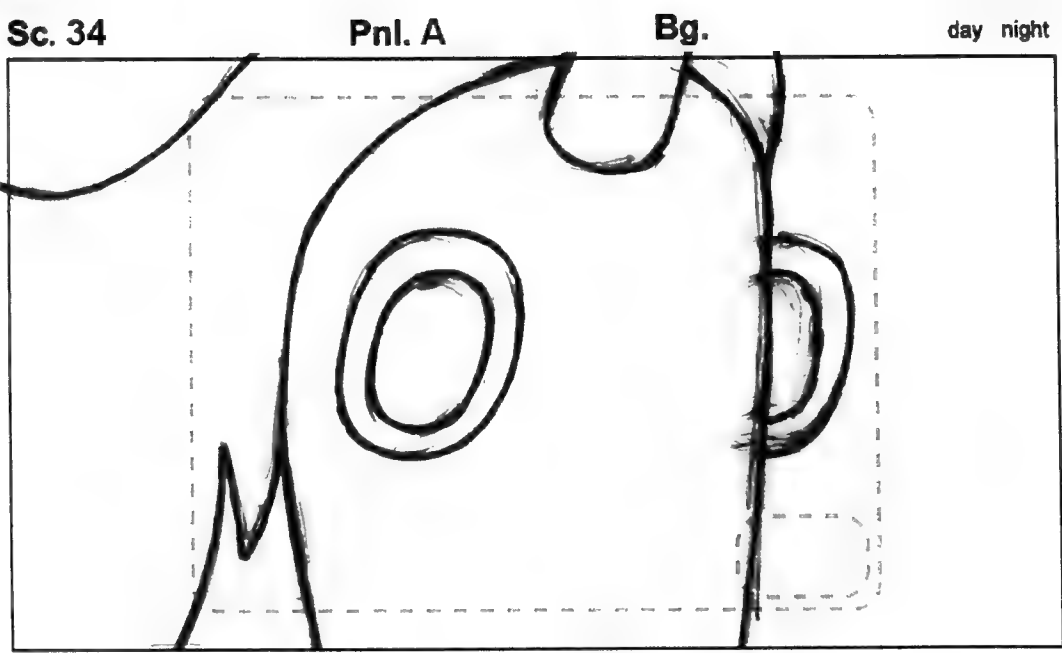
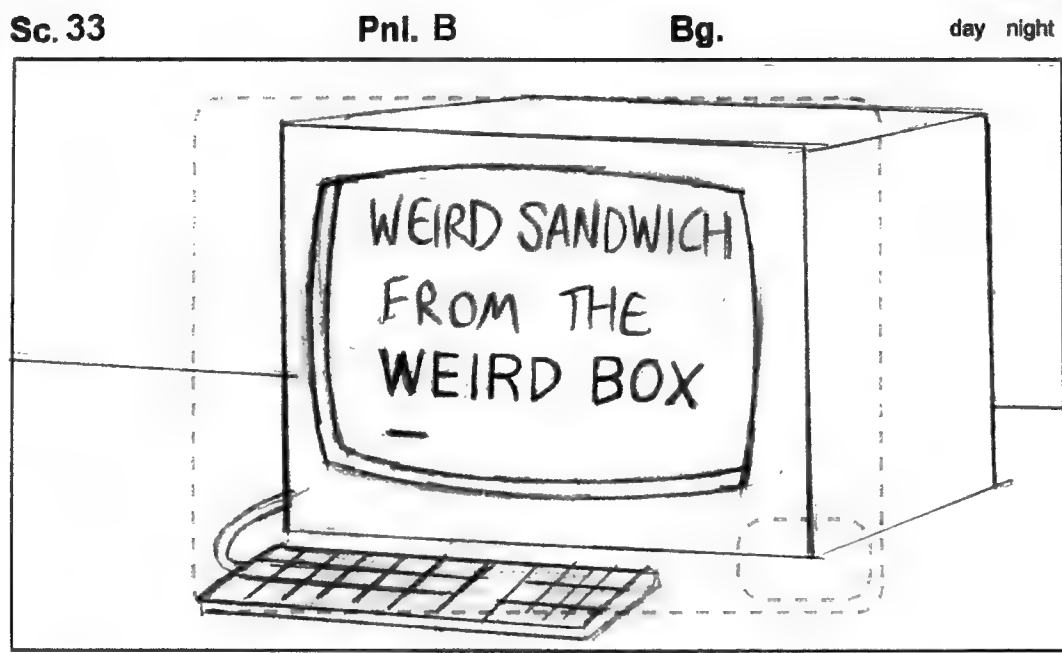
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

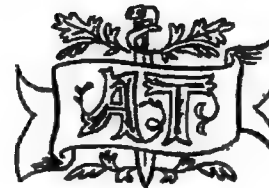


Dialog:	<p><u>SFX:</u> Funky guitar sting.</p> <p><u>TV voice [repeated]:</u> The weird SANDWICH FROM THE weird box.</p>
Action:	<p>A reaction shot of LR.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Next Pg 91

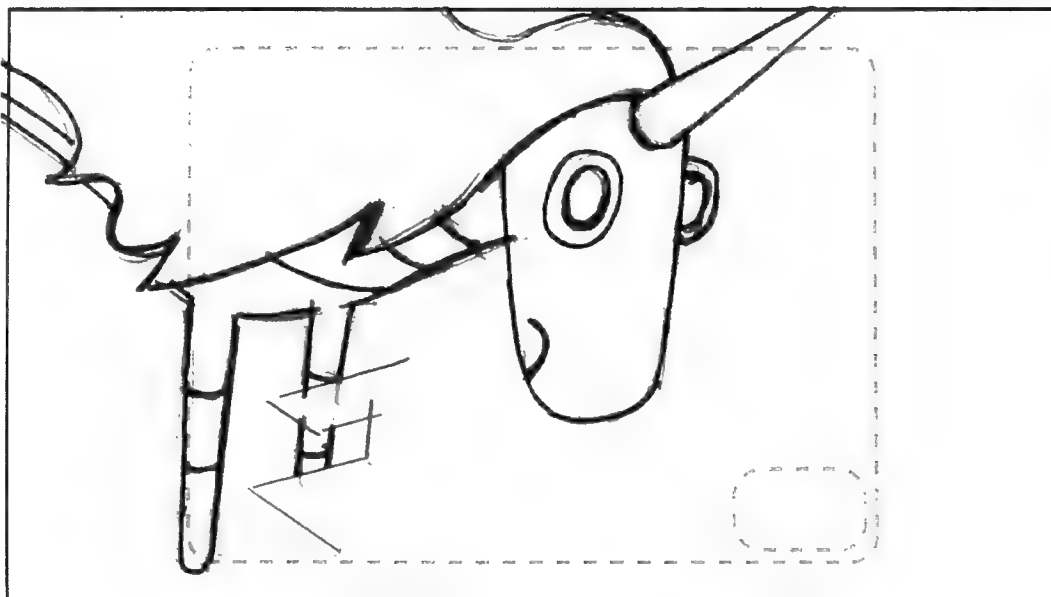
Page 89

Sc. 35

Pnl. A

Bg.

day night

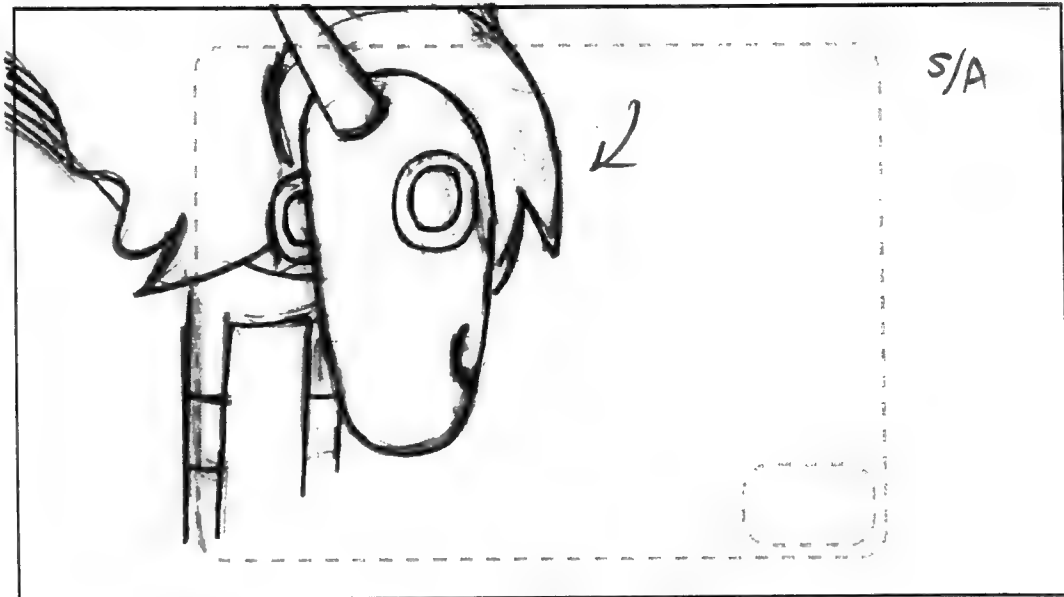


Sc. 35

Pnl. B

Bg.

day night



Dialog:

TV: (ECHO) FROM THE WEIRD
BOX ...

Action:

-LR SUDDENLY TURNS

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev Pg 89

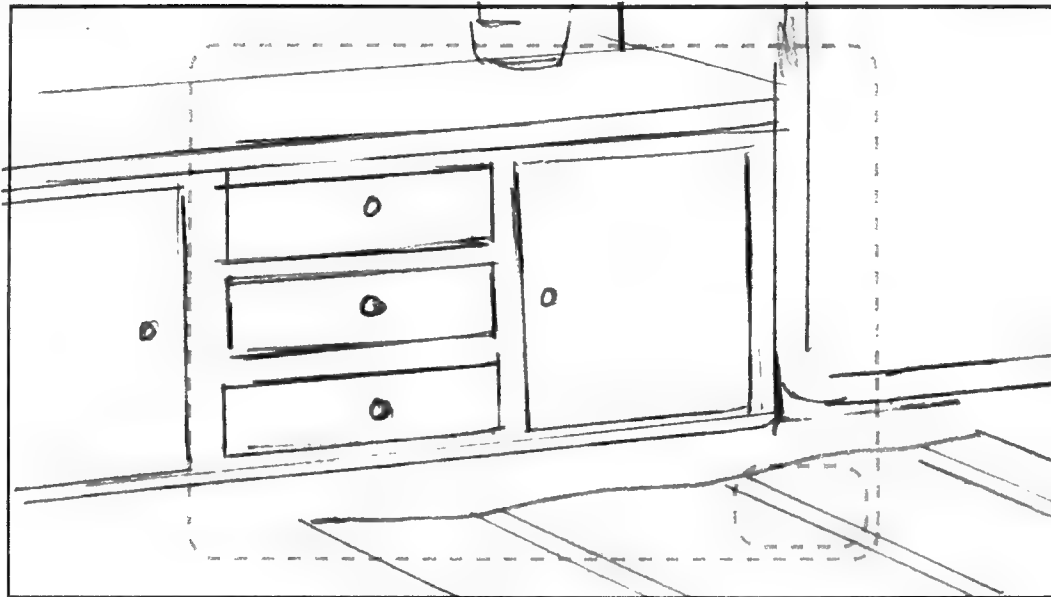
Page 91

Sc. 36

Pnl. A

Bg.

day night

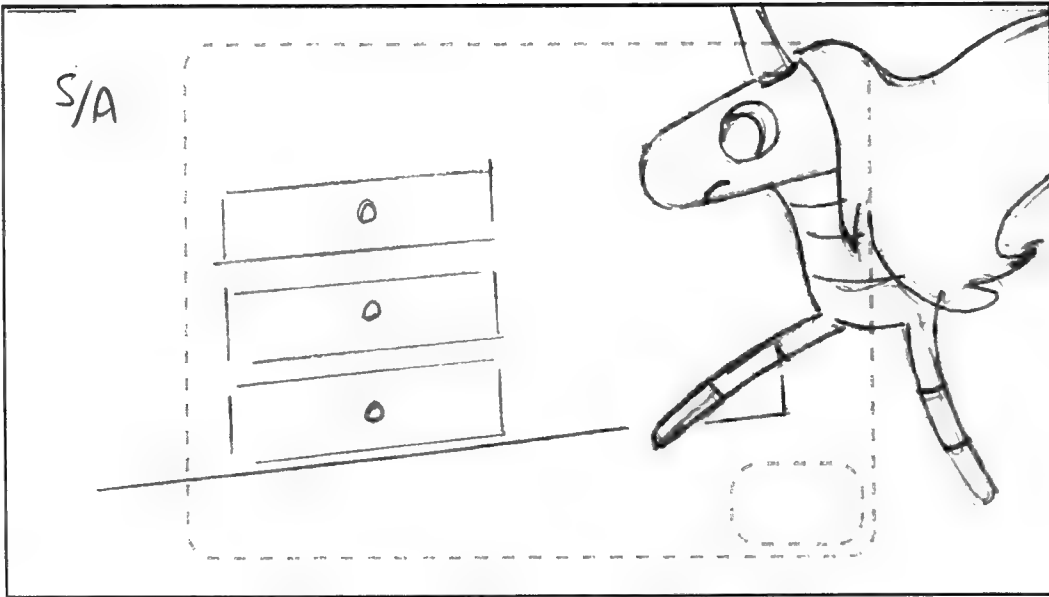


Sc. 36

Pnl. B

Bg.

day night



Dialog:

TV, (ECHO) WEIRD BOX ...

Action:

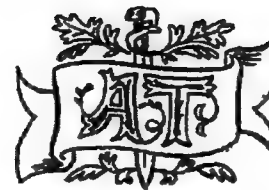
- LR enters quickly, worried!

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



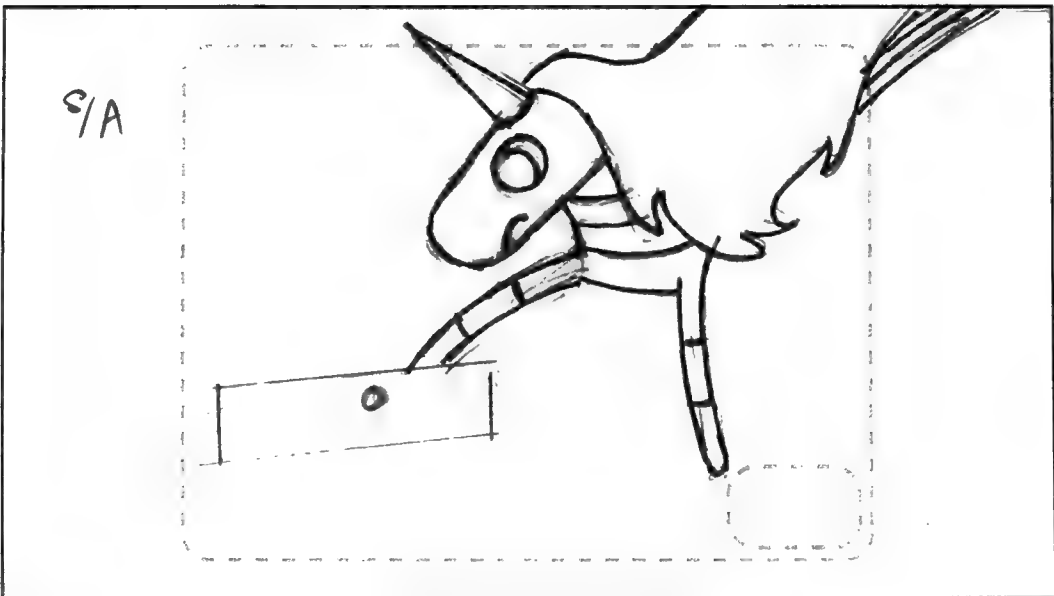
Page 92

Sc. 36

Pnl. C

Bg.

day night

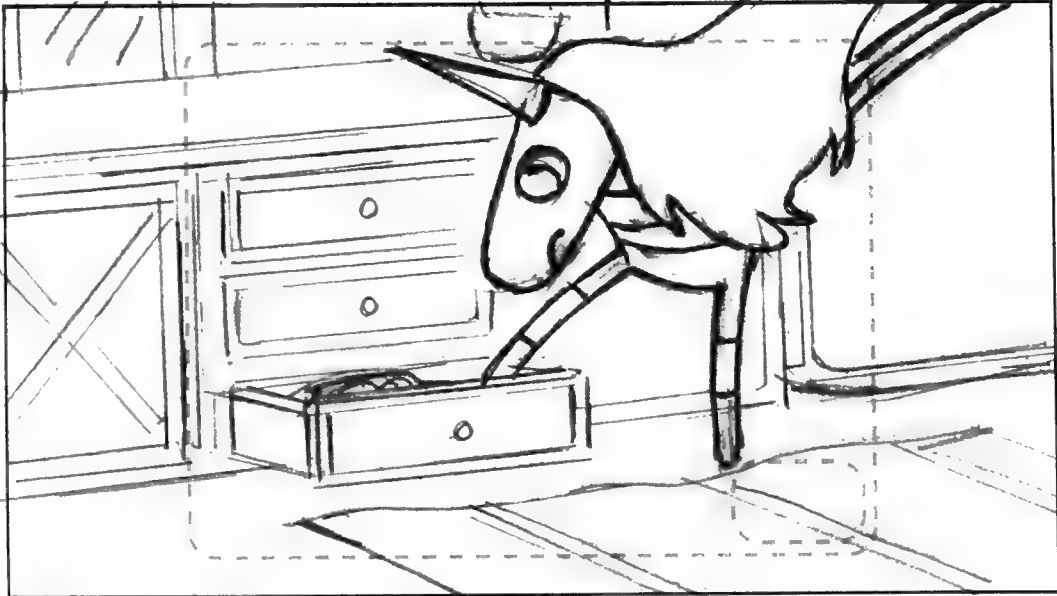


Sc. 36

Pnl. D

Bg.

day night



Dialog:

TV: (ECHO) BOX ...

Action:

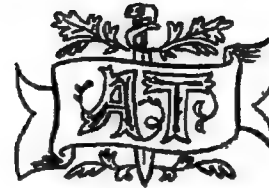
-LR OPENS DRAWER

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



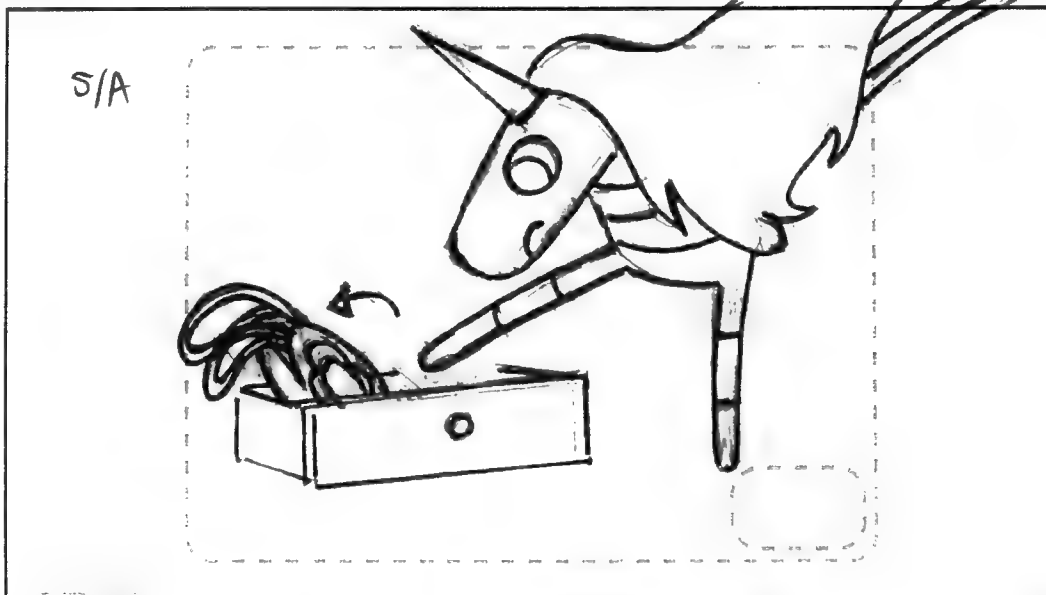
Page 93

Sc. 36

Pnl. E

Bg.

day night

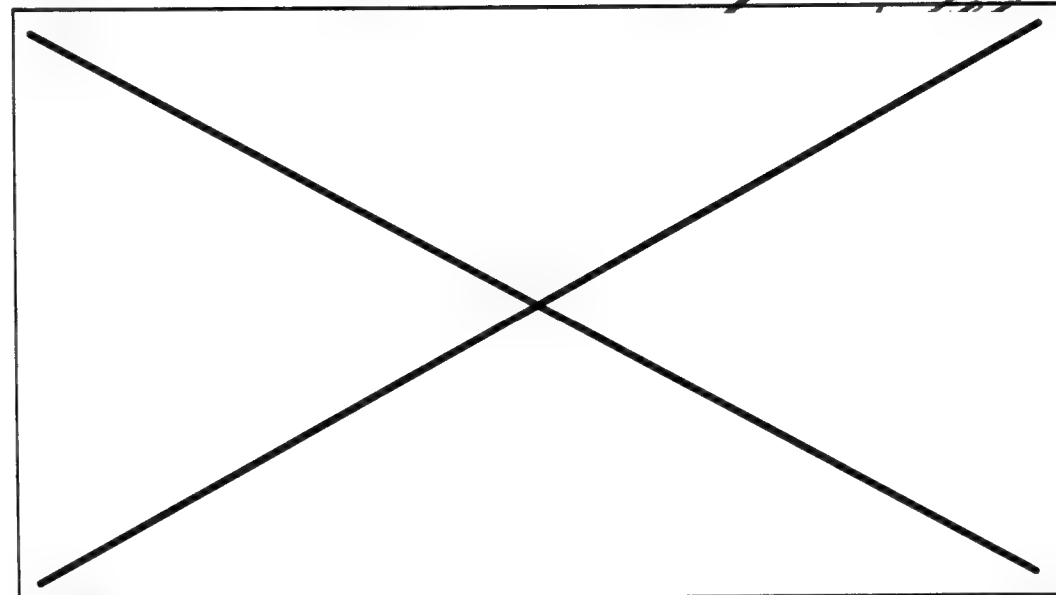


Sc. 37

Pnl.

Bg.

day night



Dialog:

SFX: Flump [moving the handbag]

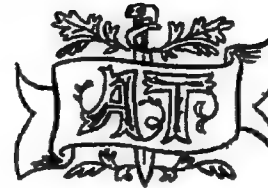
TV: (ECHO) WEIRD BOX ...

Action:

LR looks into the drawer. She is looking to see if the box is there.

Timing:

ADVENTURE TIME



Page 94

Sc.	Pnl.	Bg.	day	night

Sc. 36	Pnl. F	Bg.	day	night
<p>S/A</p>				

Dialog:	<p><u>TV:</u> (ECHO) BOX ...</p>
Action:	<p>LR looks into the drawer. The box is not in there.</p>
Timing:	

EPISODE # 1034-232

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ADVENTURE TIME



Next Pg 99

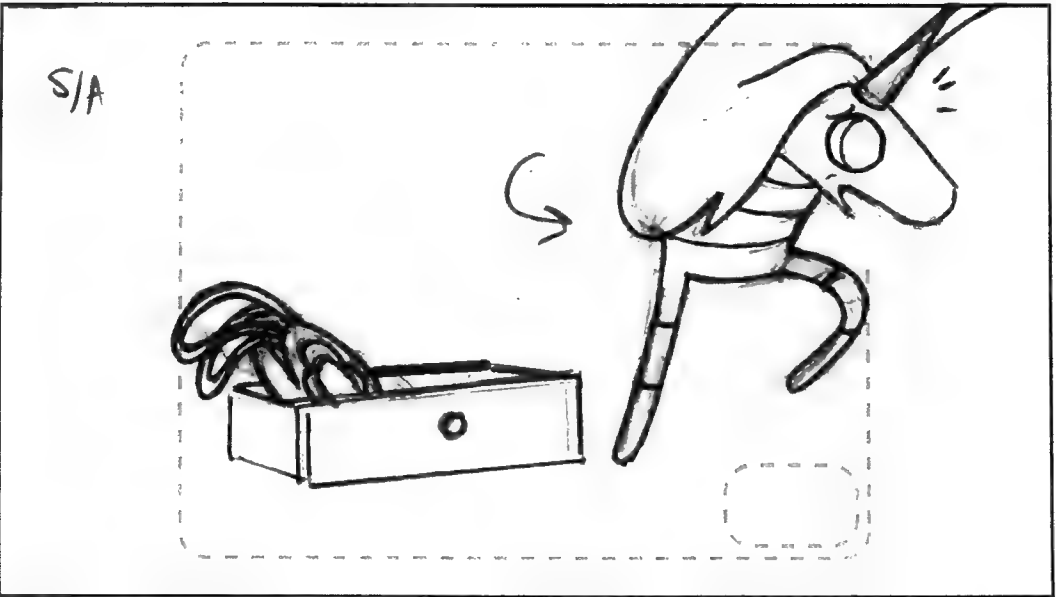
Page 95

Sc. 36

Pnl. G

Bg.

day night

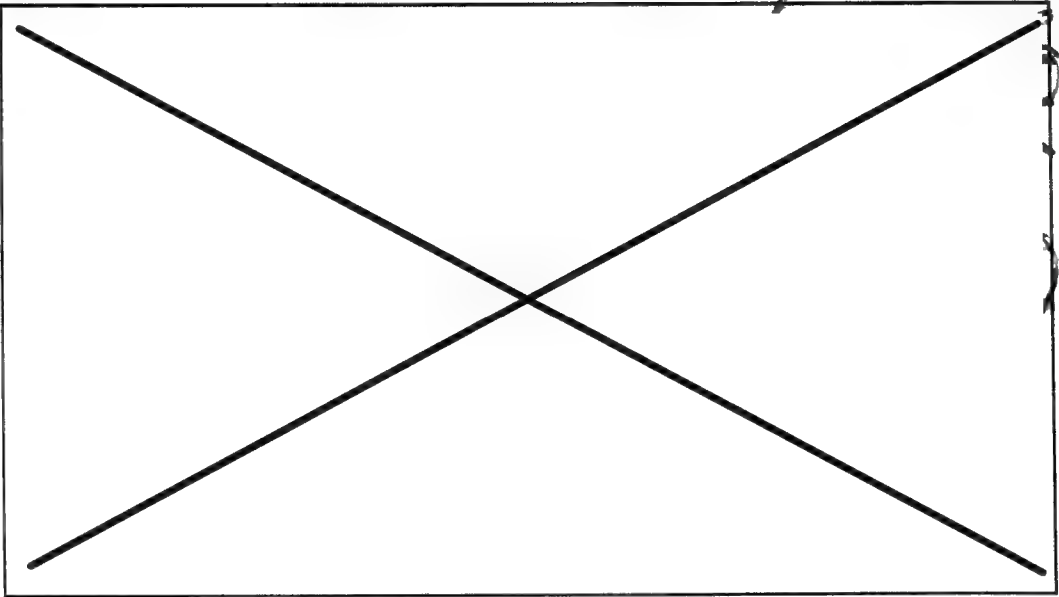


Sc.

Pnl.

Bg.

day night



Dialog:	<u>LADY</u> : <u>TV</u> !!! <u>TV</u> : (ECHO) WEIRD ...
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 37	Pnl.	Bg.	day night

Sc. 38	Pnl. A	Bg.	day night

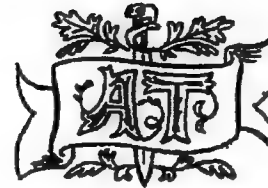
Dialog:	TV: (ECHO) MARKET ...
Action:	LR runs out of the barn.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



Next Pg 104

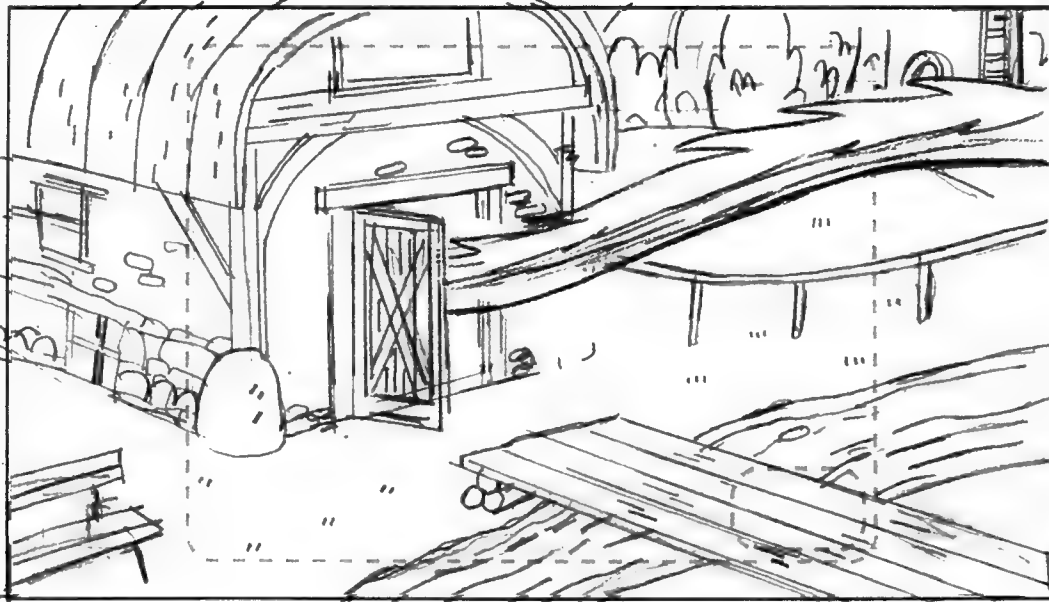
Page 100

Sc. 38

Pnl. B

Bg.

day night

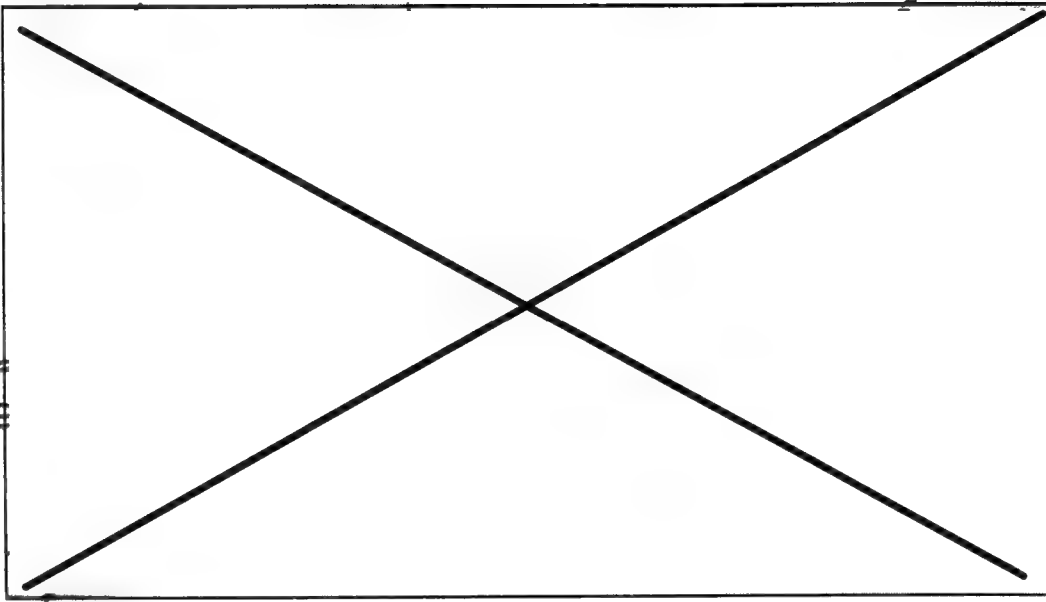


Sc.

Pnl.

Bg.

day night



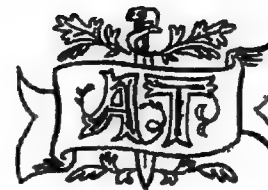
Dialog:
TV: (ECHO) WEIRD BOX ...
Action:
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

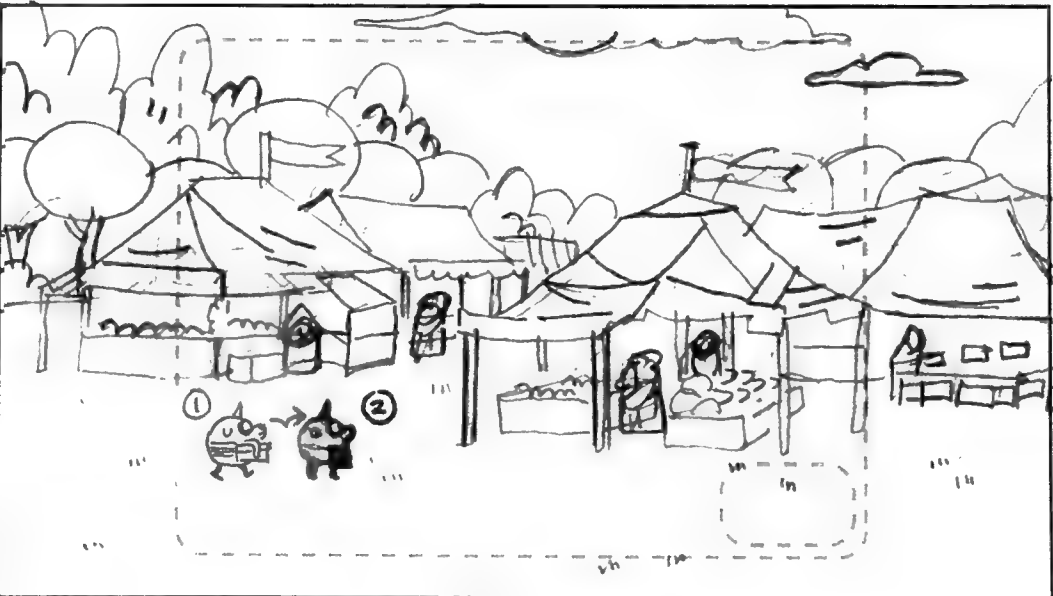


Sc. 41

Pnl. A

Bg.

day night

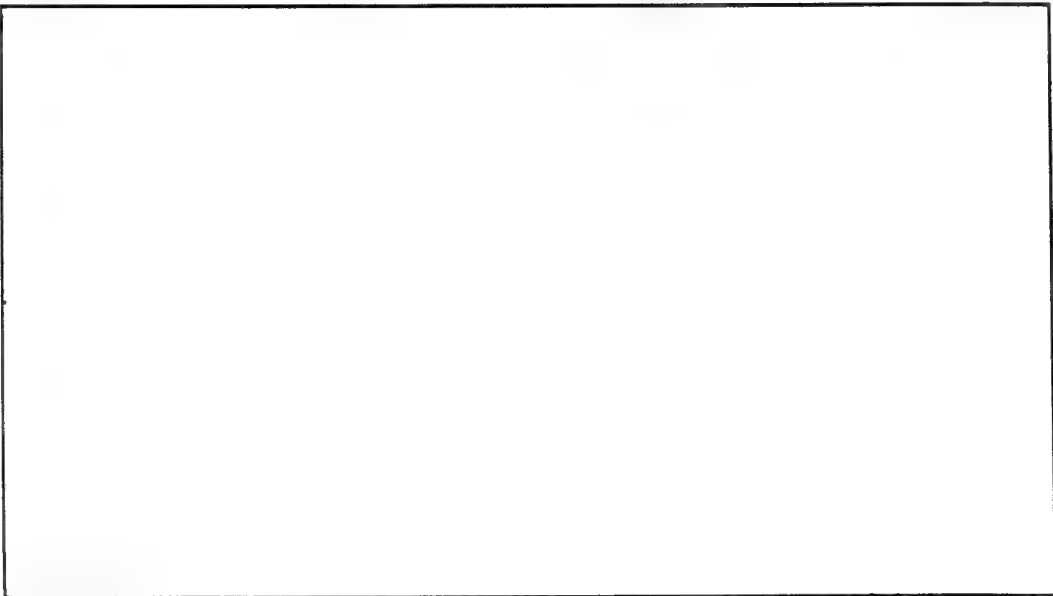


Sc.

Pnl.

Bg.

day night



Dialog:

SFX: * MARKET WALLA *

Action:

- TV approaches the market.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



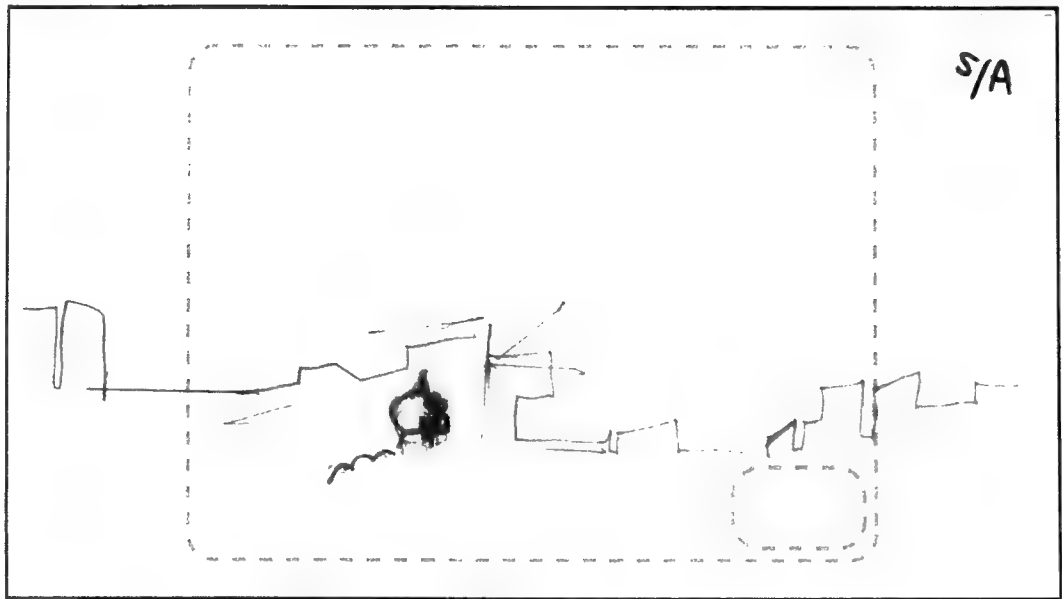
Page 105

Sc. 41

Pnl. B

Bg.

day night

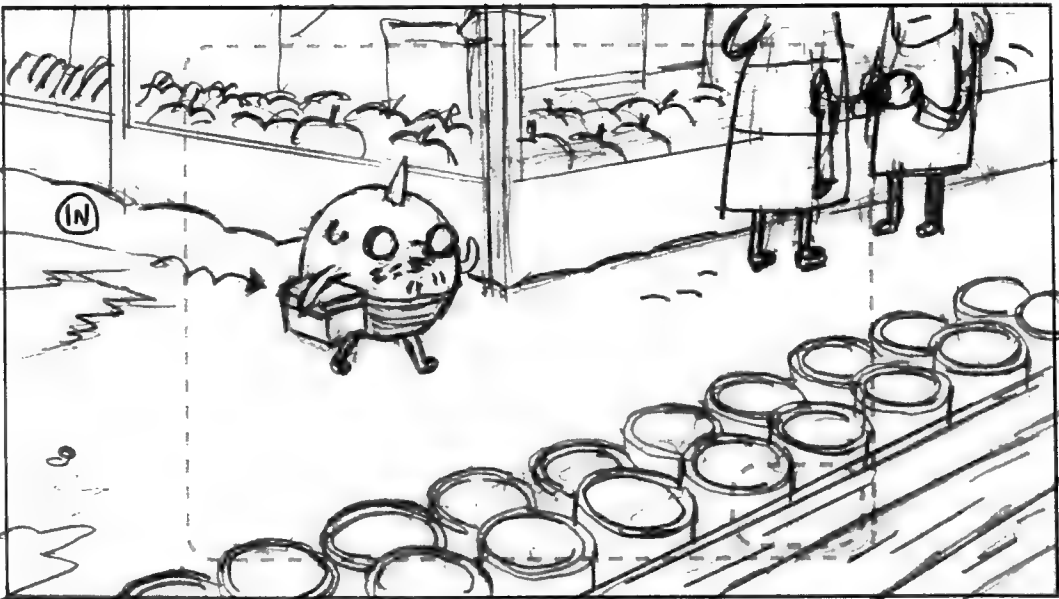


Sc. 42

Pnl. A

Bg.

day night



Dialog:

TV: (SING-SONG)
WEIRD BOX FOR SALE ...

Action:

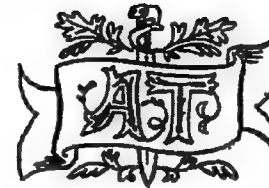
- TV enters scene CRYING OUT
LIKE A HAWKER.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

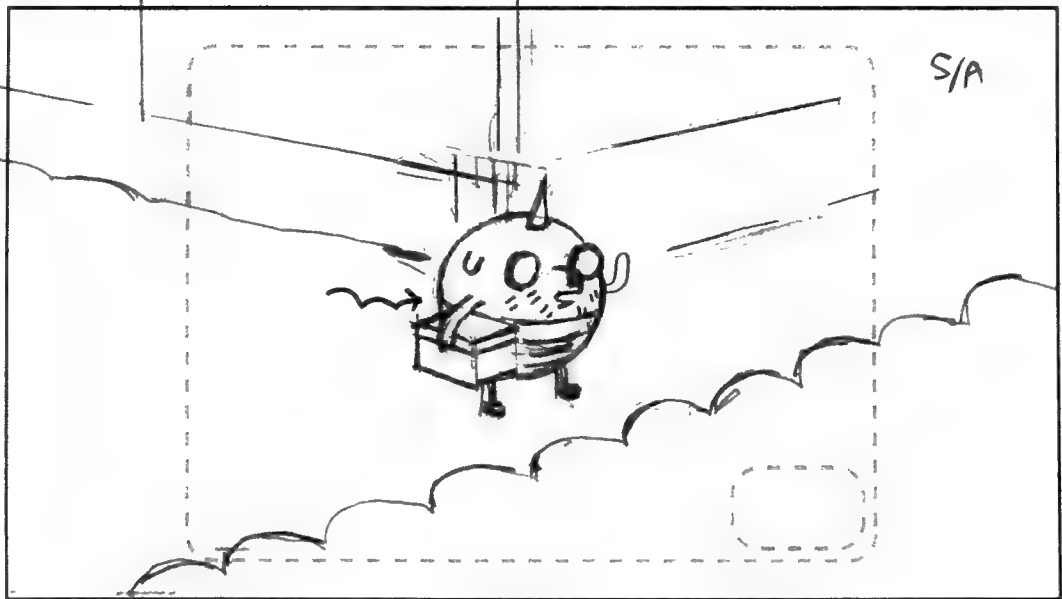


Sc. 42

Pnl. B

Bg.

day night

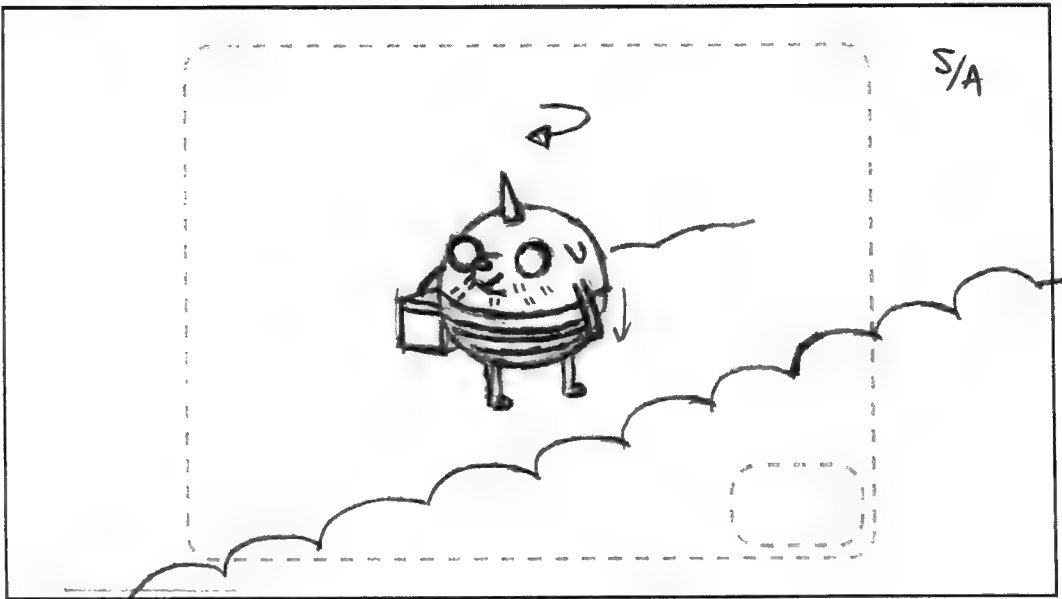


Sc. 42

Pnl. C

Bg.

day night



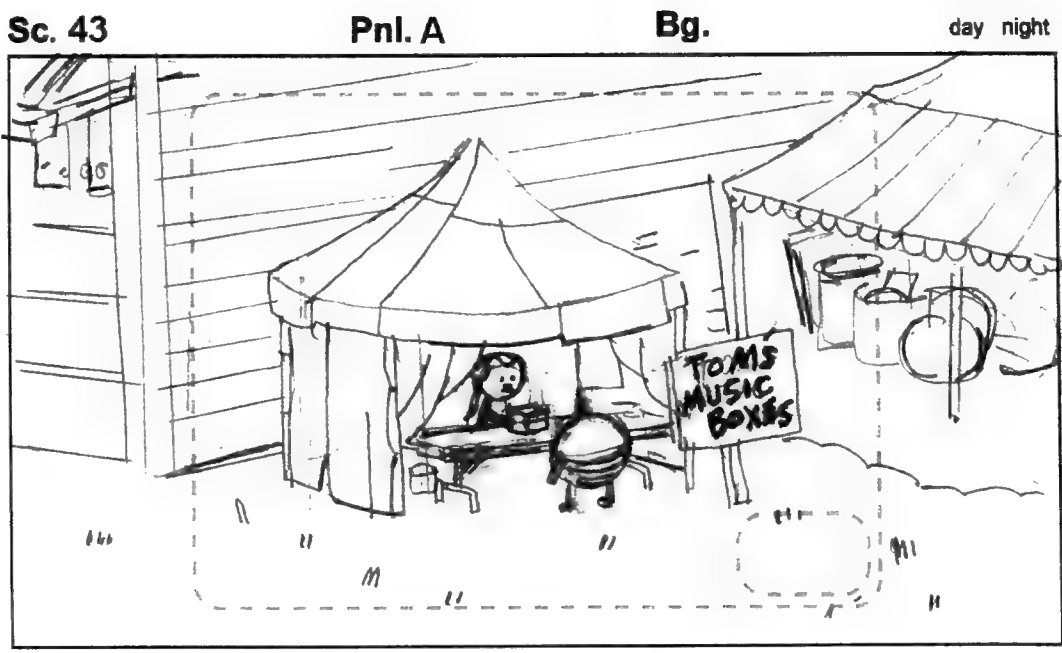
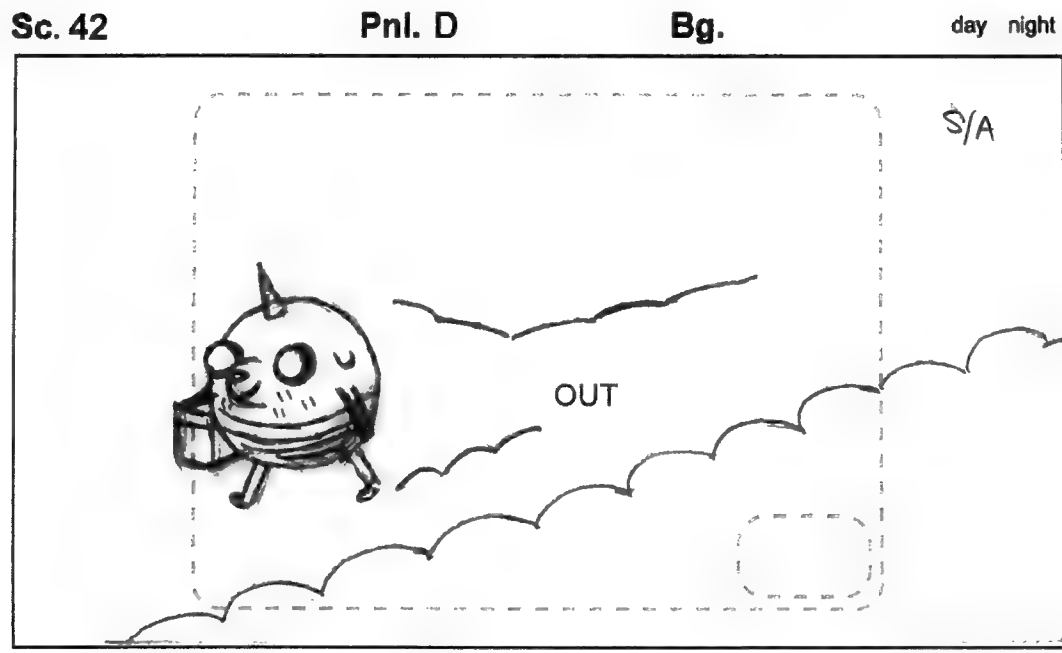
Dialog:	
Action:	- TV looks for a vendor who might buy his box. - TV SMILES .
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

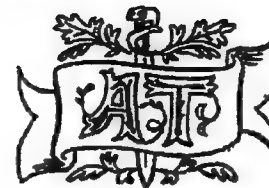


Dialog:	<u>Tom:</u> HM.
Action:	- TV WALKS OFF/S, - On a vendor's tent, with a vendor (Tom) talking to TV. (MUSIC BOX SALESMAN FROM 'THE DIARY')
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Next Pg 111

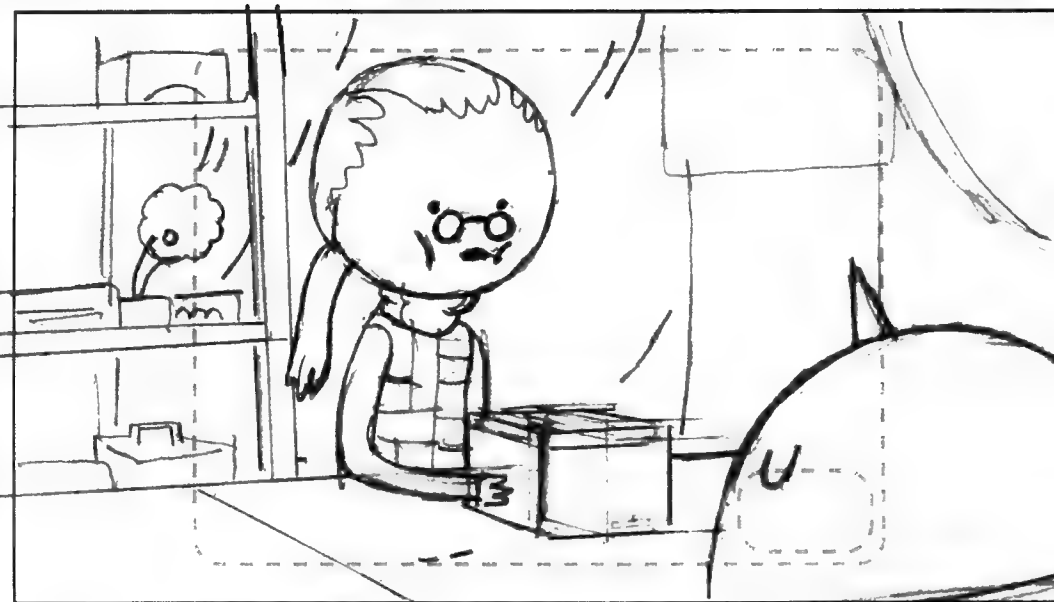
Page 108

Sc. 44

Pnl. A

Bg.

day night

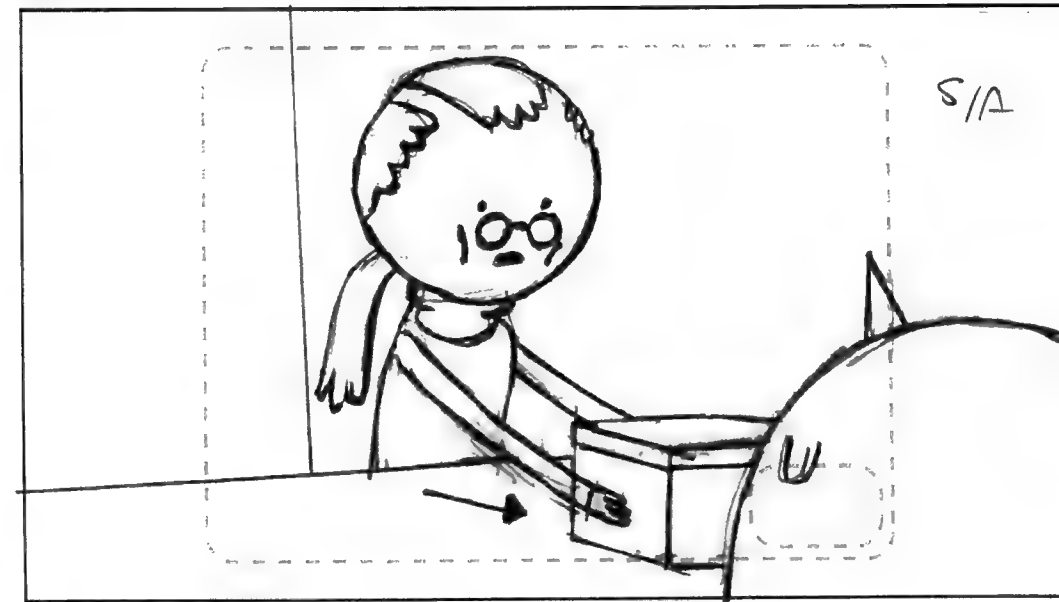


Sc. 44

Pnl. B

Bg.

day night



Dialog:

Tom: Sorry, kid.

Tom: Maybe if it was a music box.

Action:

- TOM SLIDES BOX TOWARDS TV.

Timing:

EPISODE # 1034-232

Production :

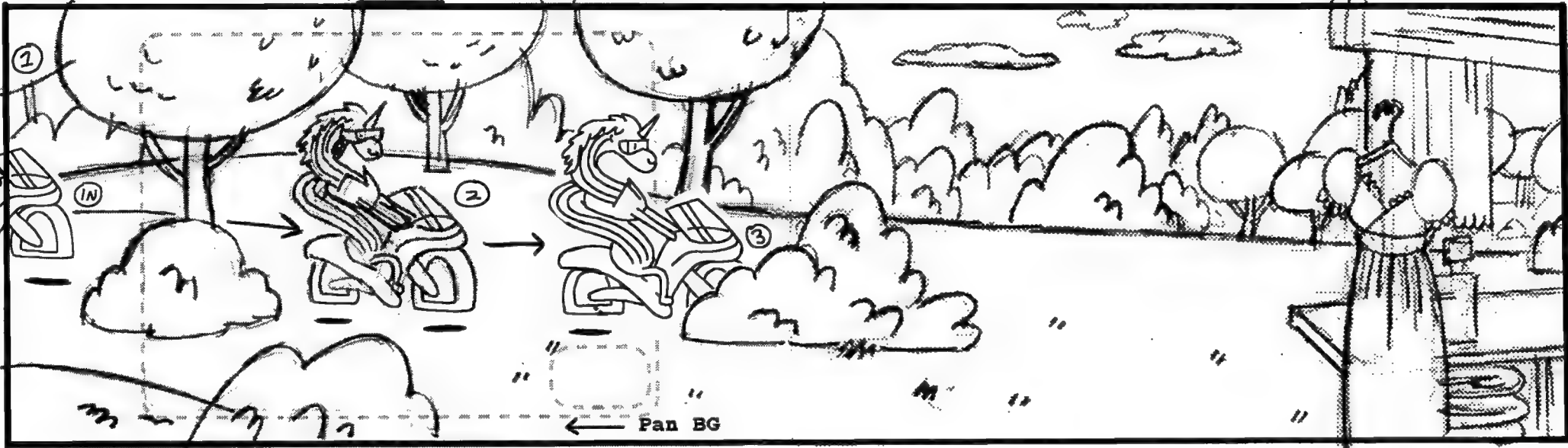
ADVENTURE TIME



Prev Pg 108

Page 111

Sc. 45 Pnl. E Ba. day night Sc. 46 Pnl. A Bg. day night



Dialog:	SFX: Zzzzz [motorbike]
Action:	
Timing:	-LEE THE RAINICORN! DRIVES ON/S. - Pan with LEE on his motorbike. WHEN BIKE REACHES SCREEN CENTER.

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 46	Pnl. B	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:
Action: Motorbike comes to a stop.
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 47

Pnl. A

Bg.

day night

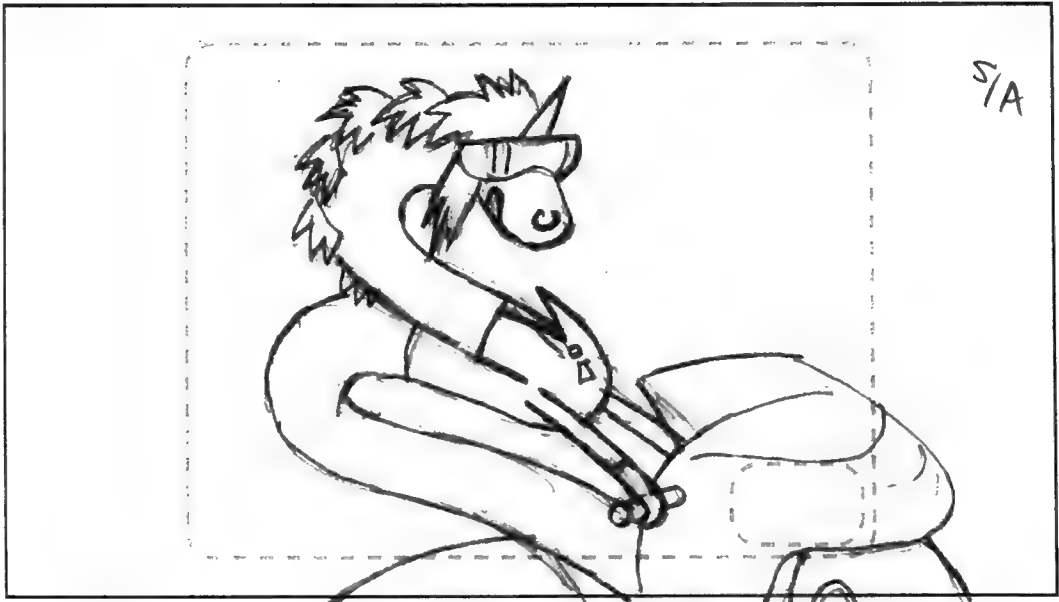


Sc. 47

Pnl. B

Bg.

day night



Dialog:	<u>SFX:</u> Zzz zzz! [Lee revs the bike]
Action:	
Timing:	

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EPISODE # 1034-232

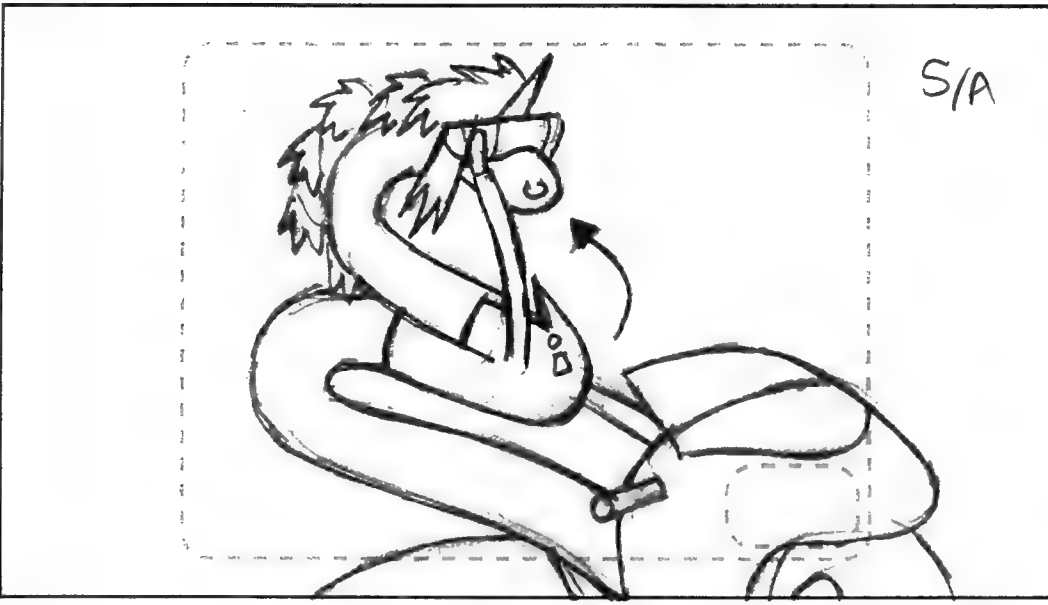
Production :

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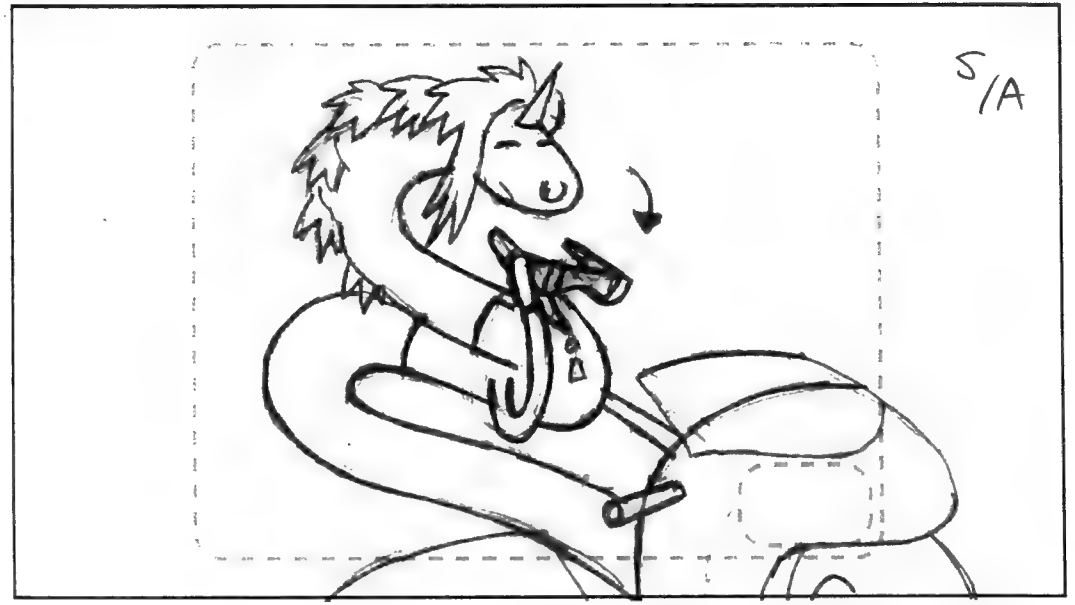
ADVENTURE TIME



Sc. 47 Pnl. C Bg. day night



Sc. 47 Pnl. D Bg. day night



Dialog:	<p><u>SFX:</u> * ELECTRIC GUITAR *</p>
Action:	<p>- LEE TAKES OFF SUNGLASSES.</p>
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 47

Pnl. E

Bg.

day night

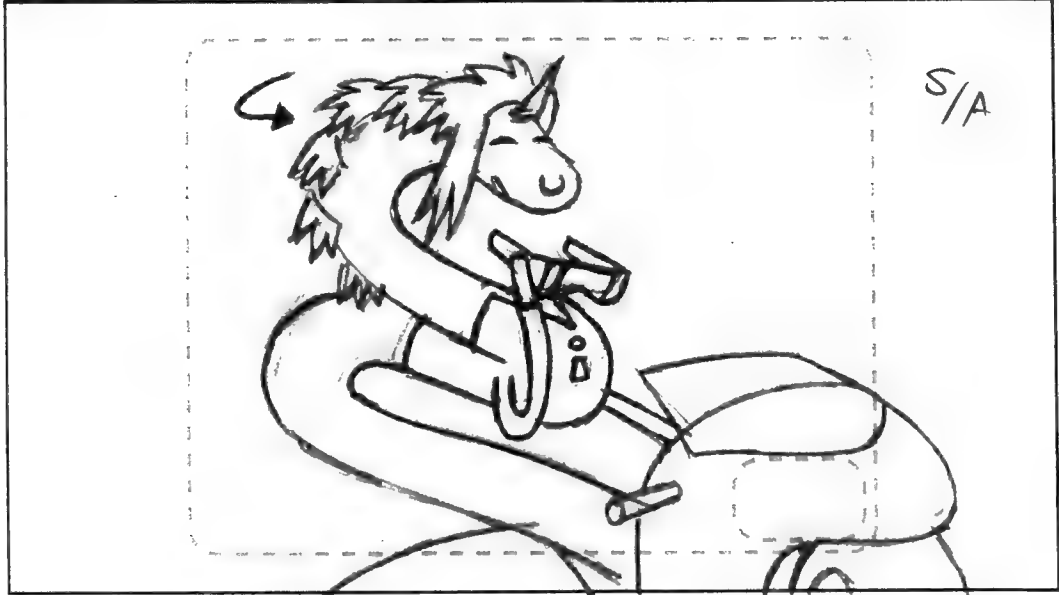


Sc. 47

Pnl. F

Bg.

day night



Dialog:	
LEE: (IN KOREAN) IT'S CLOSE...	
Action:	Lee looks around.
Timing:	

ADVENTURE TIME



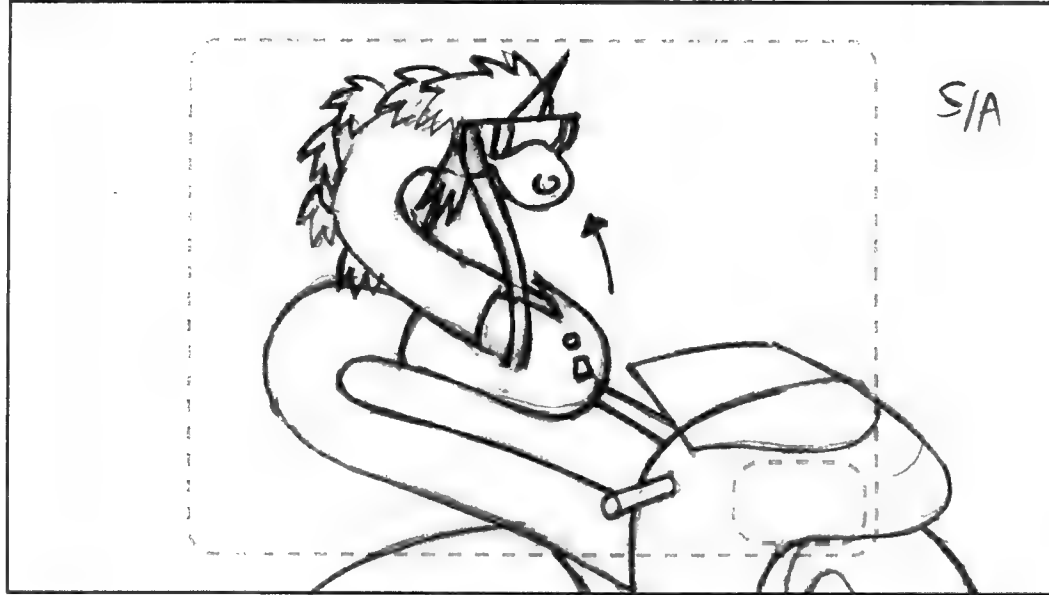
Page **116**

Sc. 47

Pnl. G

Bg.

day night

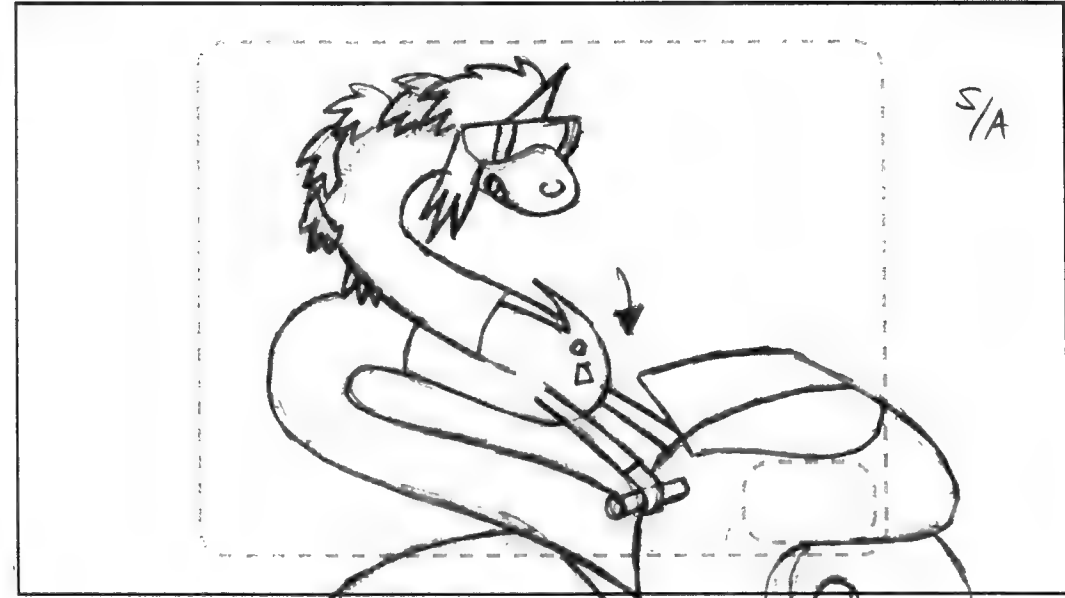


Sc. 47

Pnl. H

Bg.

day night



Dialog:

Action:

-LEE PUTS GLASSES BACK ON,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



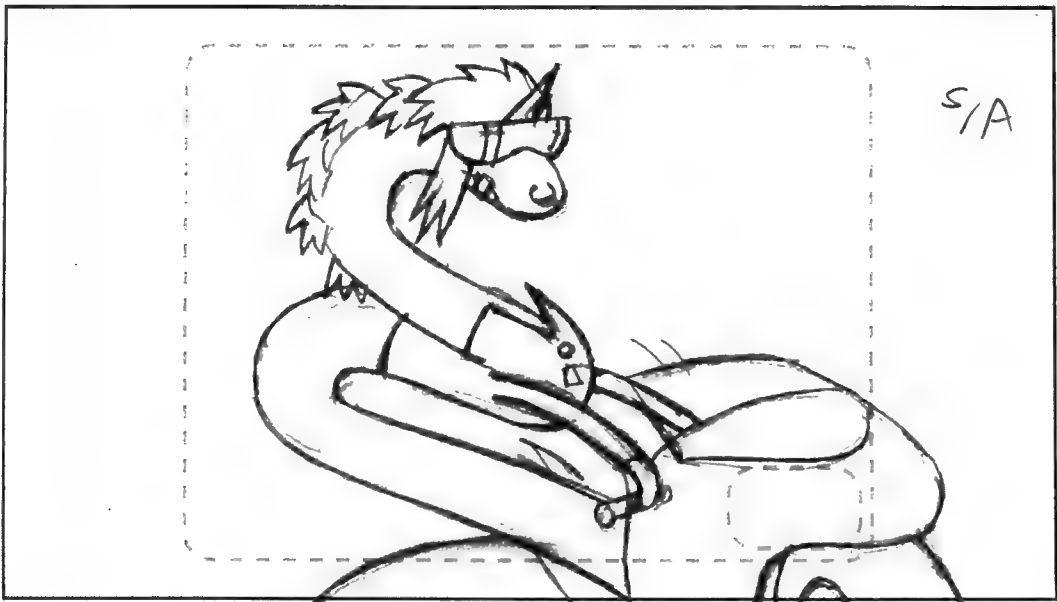
Page 117

Sc. 47

Pnl I

Bg.

day night

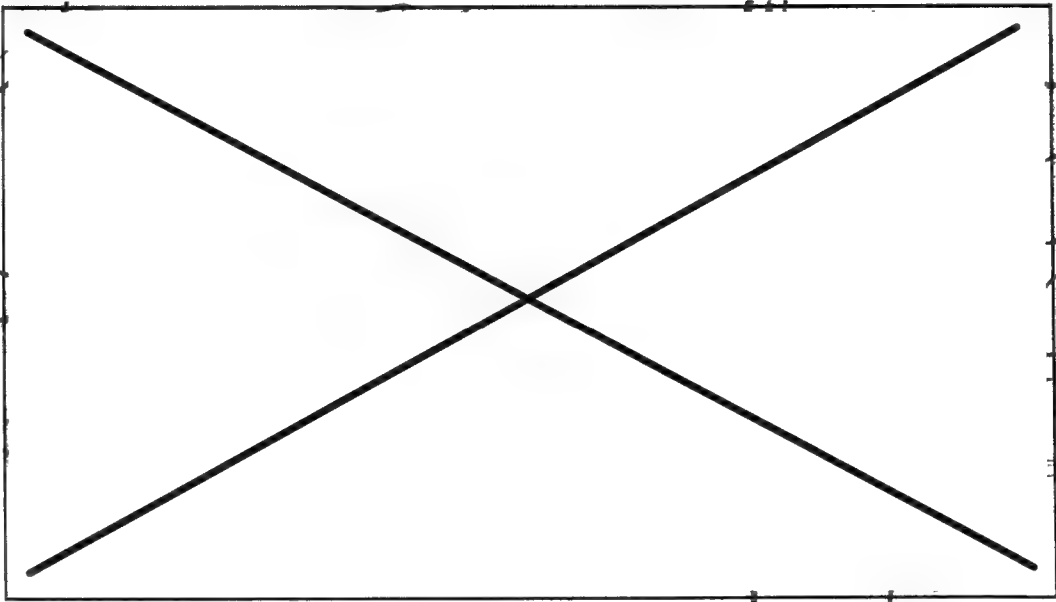


Sc.

Pnl.

Bg.

day night



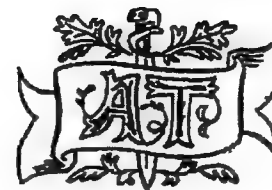
Dialog:	<u>SFX:</u> Zzz zzz! [Lee revs the bike again]
Action:	
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



Page **117a**

Sc. 47

Pnl J

Bg.

day night

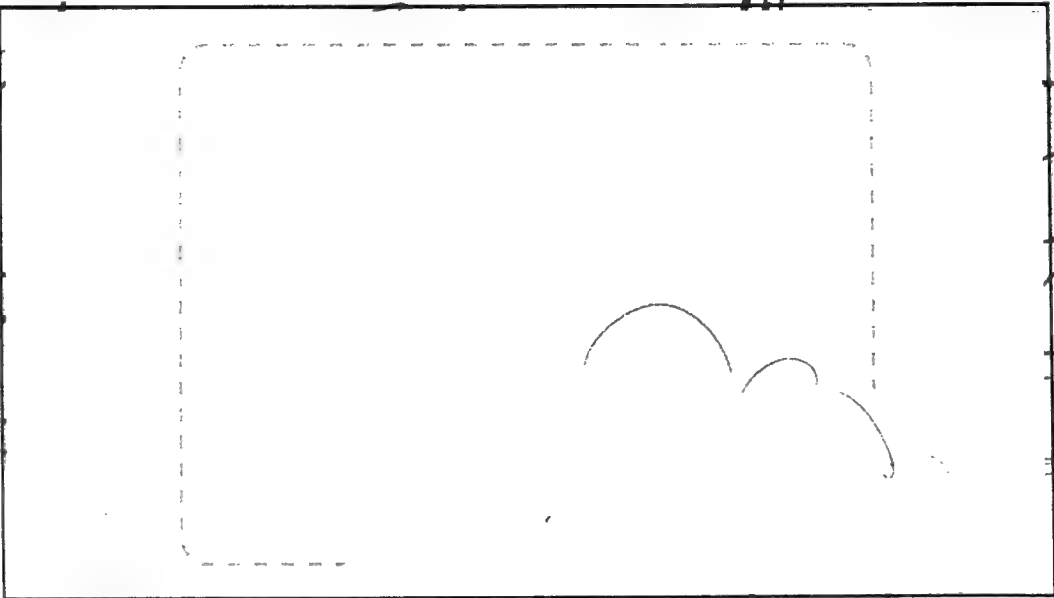


Sc. 47

Pnl. K

Bg.

day night



Dialog:

SFX: Zzz zzz! [Lee revs the bike again]

Action:

Timing:

EPISODE # 1034-232

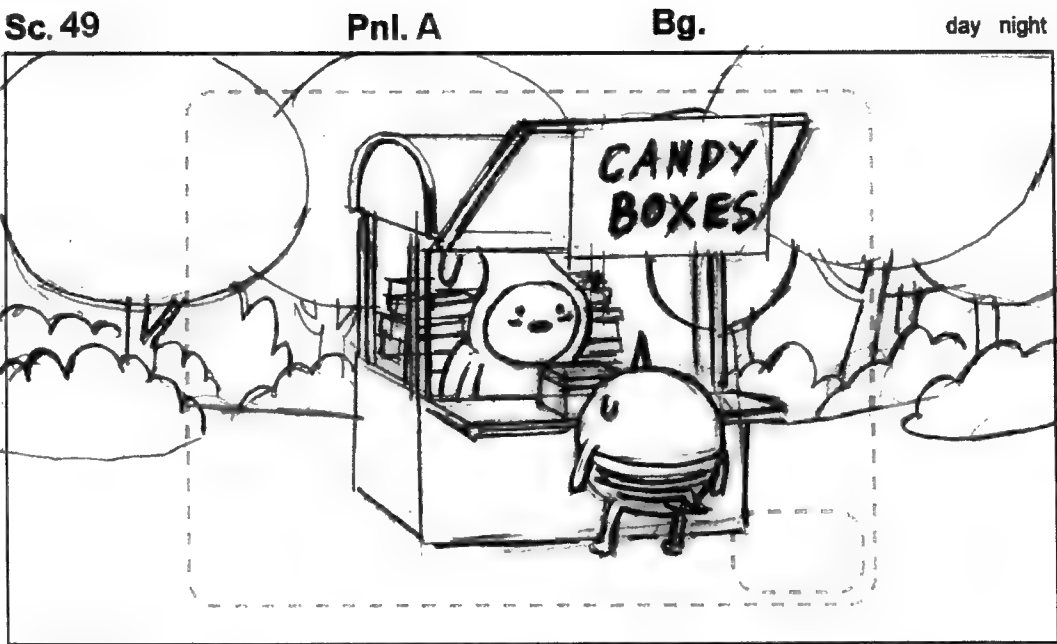
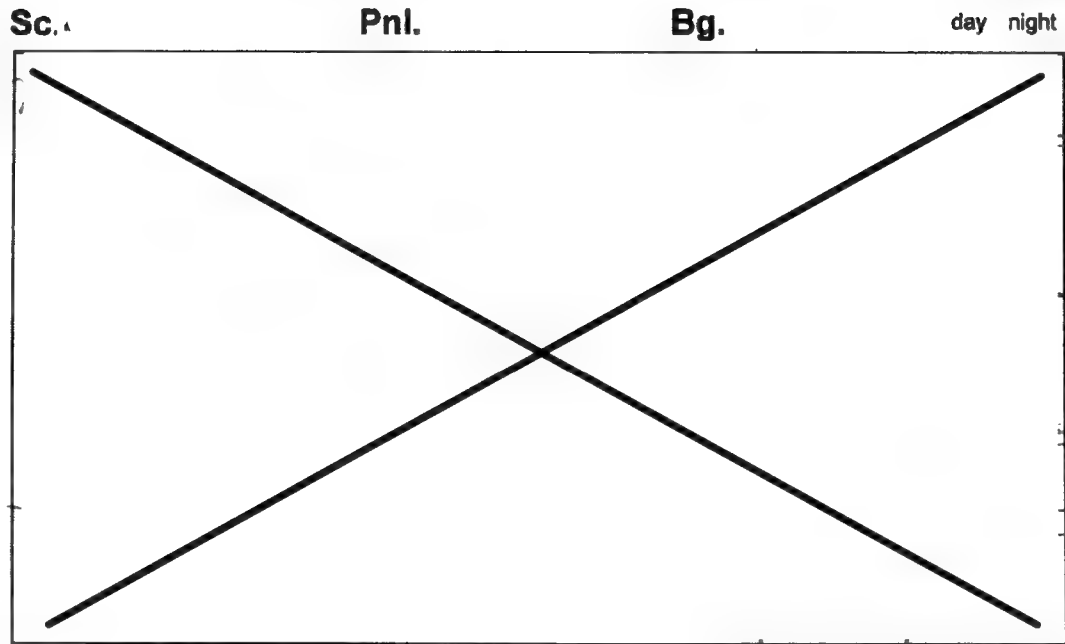
Production :

ADVENTURE TIME



Next Pg 121

Page 118



Dialog:	<p><u>Candy box seller:</u> Now, if it was a candy box, I could use it.</p>
Action:	<p>On another vendor booth. Vendor is talking to TV.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



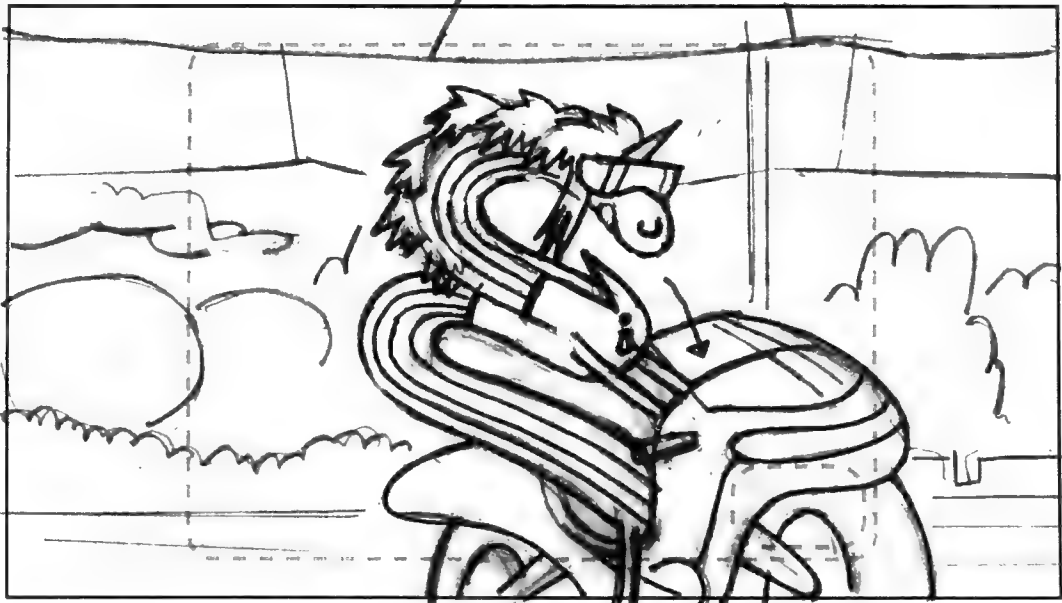
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Sc. 51

Pnl. A

Bg.

day night

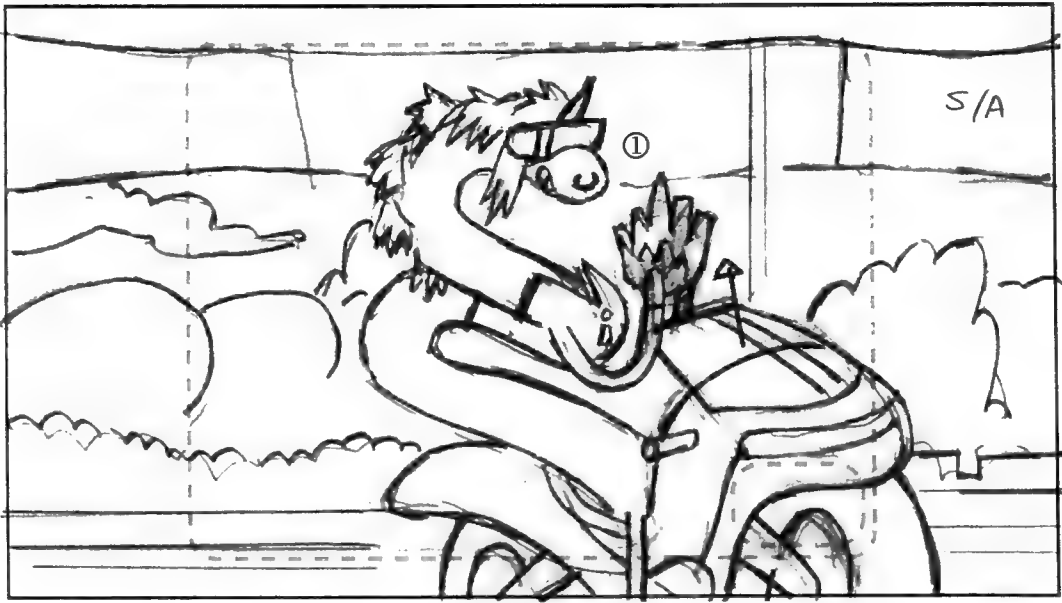


Sc. 51

Pnl. B

Bg.

day night



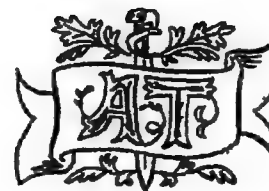
Dialog:	
Action: — Lee reaches down.	— Lee picks up a big crystal.
Timing:	



EPISODE # 1034-232

Production :

ADVENTURE TIME



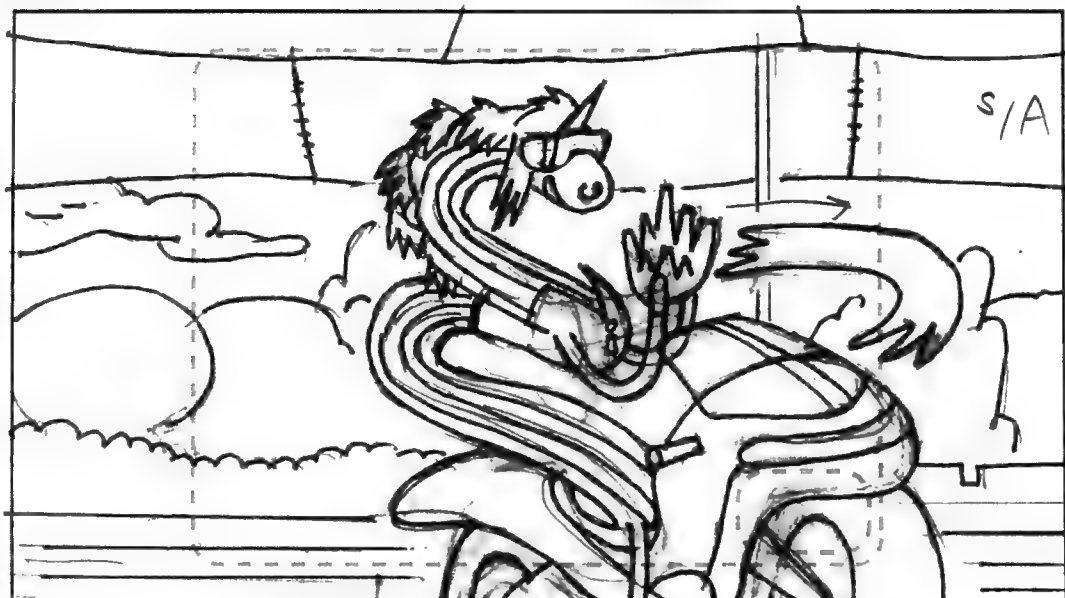
Page 122

Sc. 51

Pnl. C

Bg.

day night

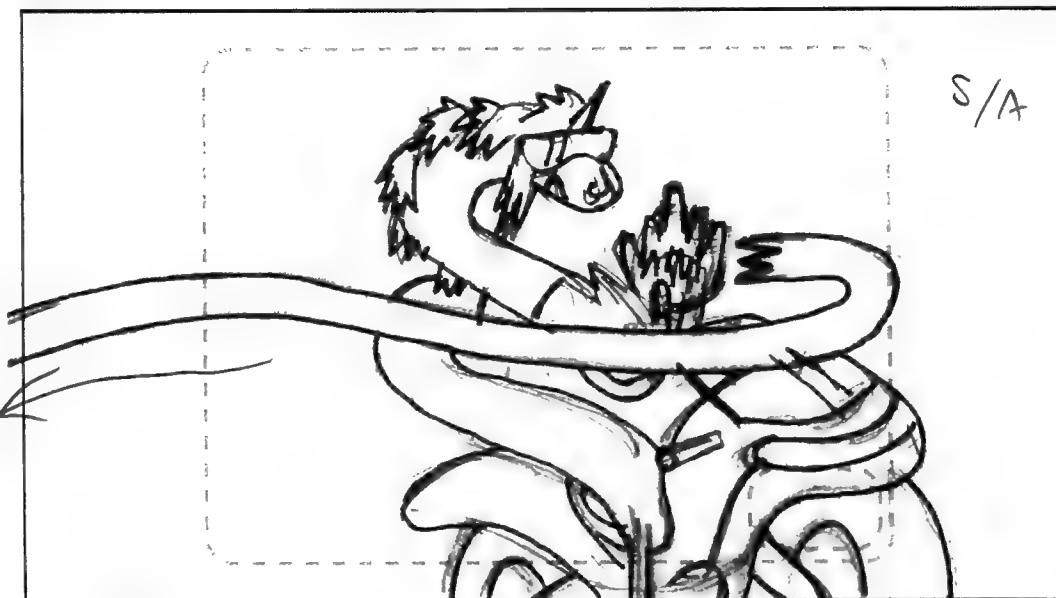


Sc. 51

Pnl. D

Bg.

day night



Dialog:

SFX: Whaaaa [crystal wave]

Lee: Do your thing.

SFX: Whispa whispa whispa ([crystal wave])

Action:

- CRYSTAL WAVE EMERGES FROM CRYSTAL.

- WAVE SWIMS OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



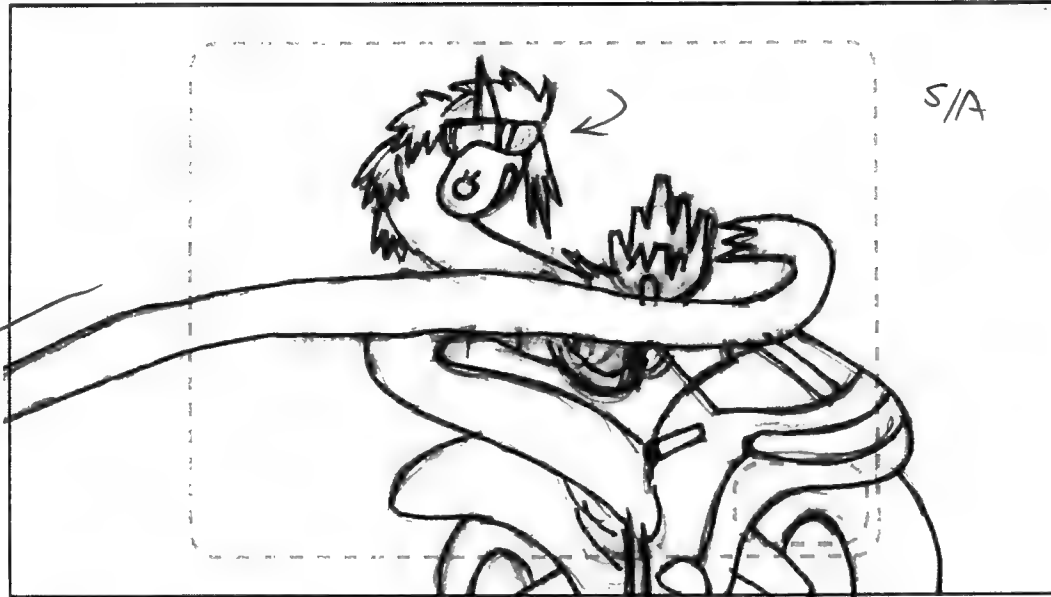
Page 123

Sc. 51

Pnl. E

Bg.

day night

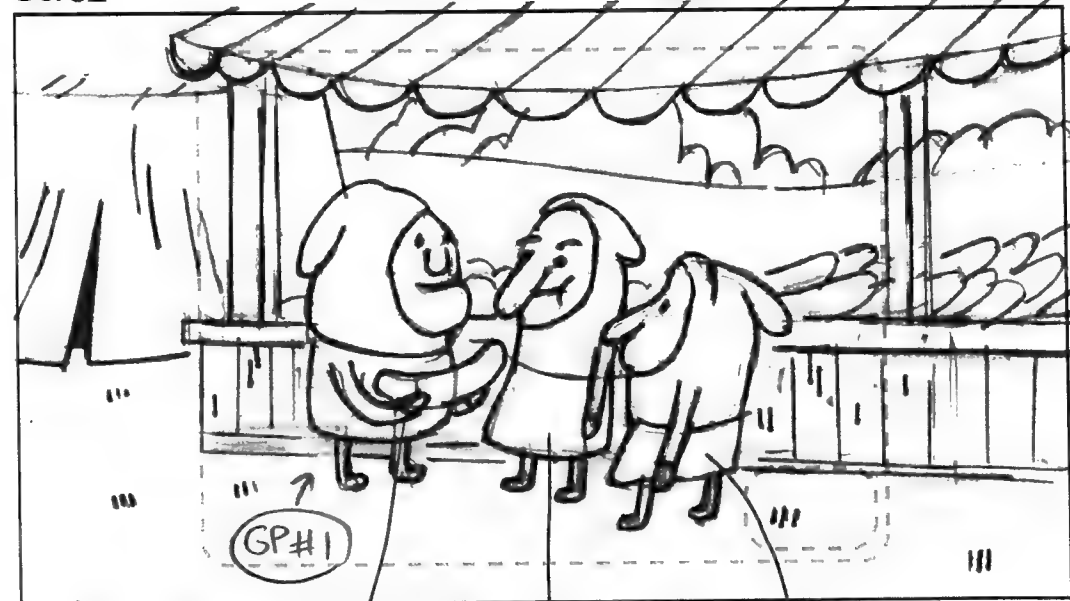


Sc. 52

Pnl. A

Bg.

day night



Dialog:

LEE: HEH HEH...

Action:

- LEE WATCHES CRYSTAL
WAVE FLOW OFF/S.

- On people in the market.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



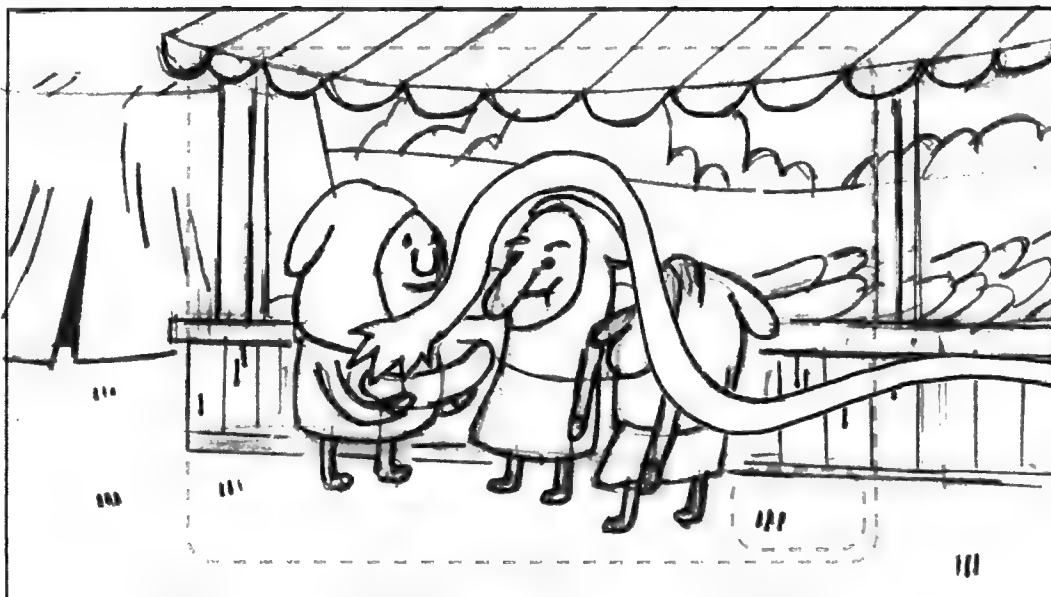
Page 125

Sc. 52

Pnl. D

Bg.

day night

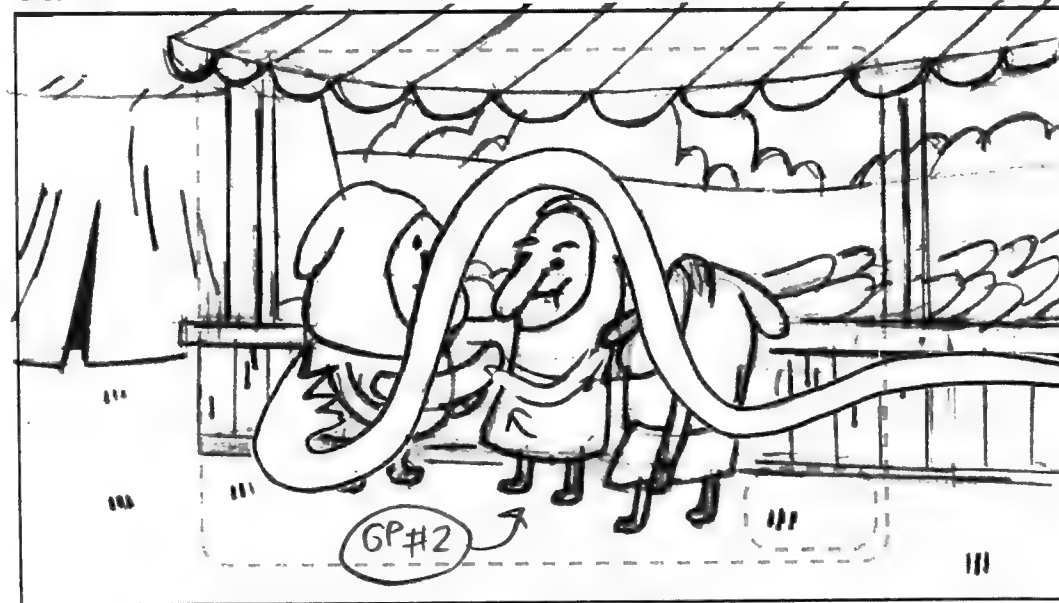


Sc. 52

Pnl. E

Bg.

day night



Dialog:

THEN BAM- 2 DAYS LATER
GP#1 : IT'S STALE AND HARD
AS A ROCK.

SFX: * WHISPERS *

GRASS PERSON #2 :

DUDE, THIS IS
A ROCK.

Action:

-WAVE INVESTIGATES MERCHANT.

Timing:

EPISODE # 1034-232

Production :

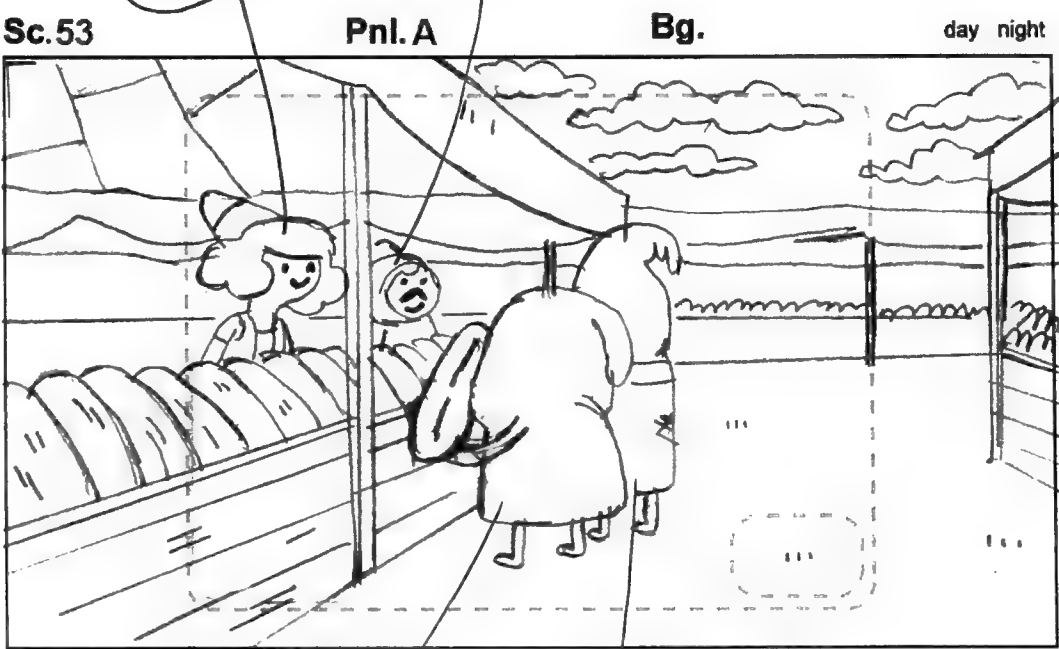
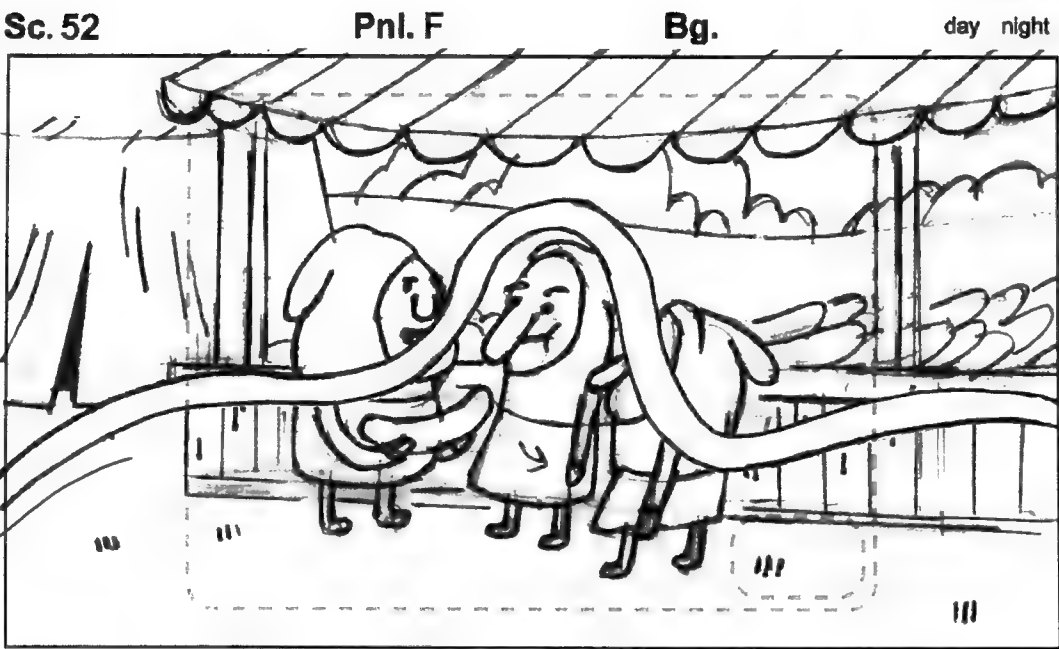
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ADVENTURE TIME



MARKET PLACE
SHOPPER #1

BREAD MERCHANT
A



Dialog:	GP#1: OKAY BUT I DON'T LIKE, STALE ROCKS EITHER.	
Action:	Crystal wave continues out of scene.	On some other people in the market.
Timing:		

ADVENTURE TIME



Page 127

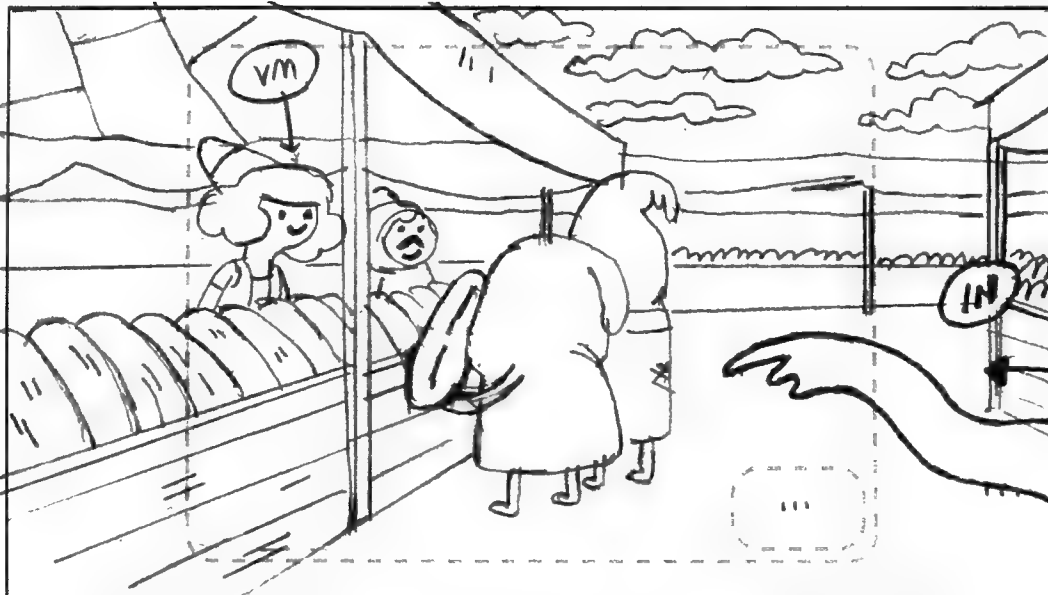
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Sc. 53

Pnl. B

Bg.

day night

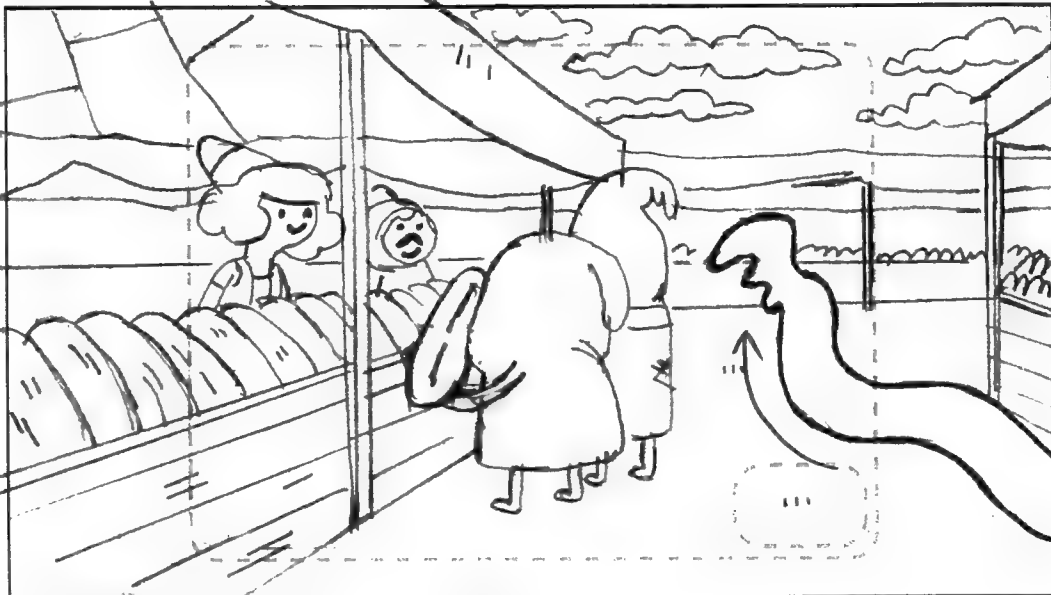


Sc. 53

Pnl. C

Bg.

day night



Dialog:

SFX: Whispa whispa whispa [crystal wave]

VEGETABLE SELLER : ↓ GETCHA CUKES ... ↓

Action:

Crystal wave comes in.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

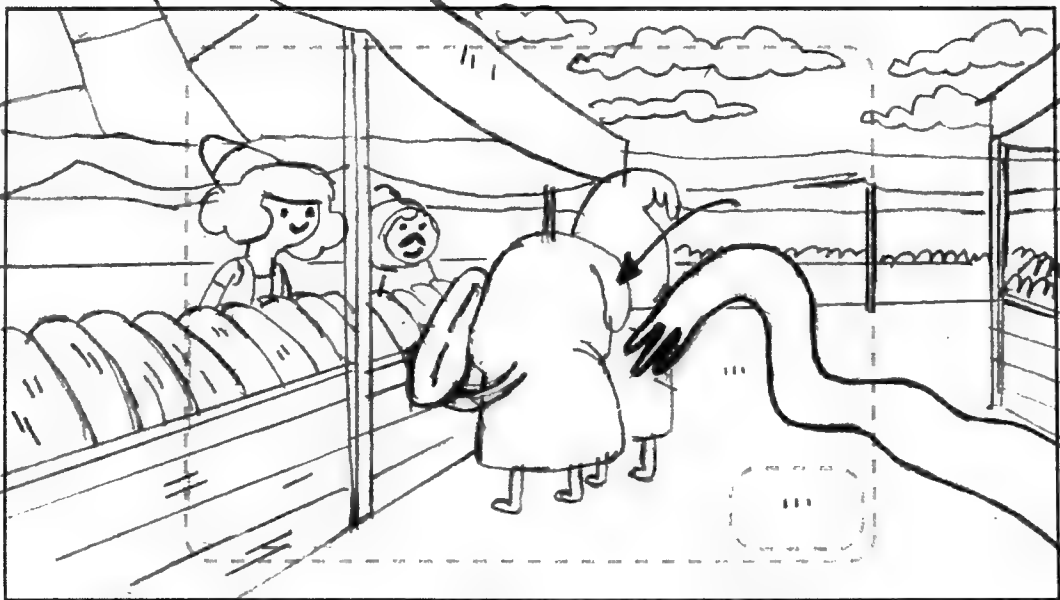


Sc. 53

Pnl. D

Bg.

day night

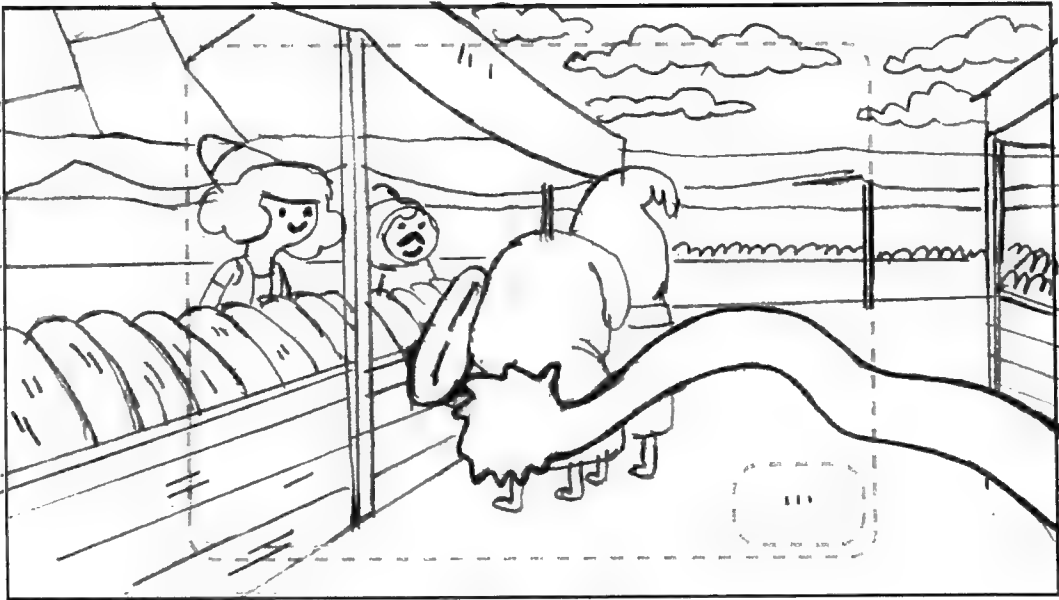


Sc. 53

Pnl. E

Bg.

day night

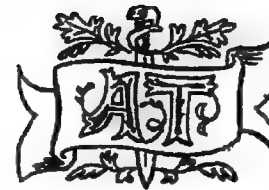


Dialog:	<p><u>VM:</u> ♪ GETCHA ZUKES ... ♪</p>
Action:	<p>- WAVE EXAMINES CUSTOMER ,</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 129

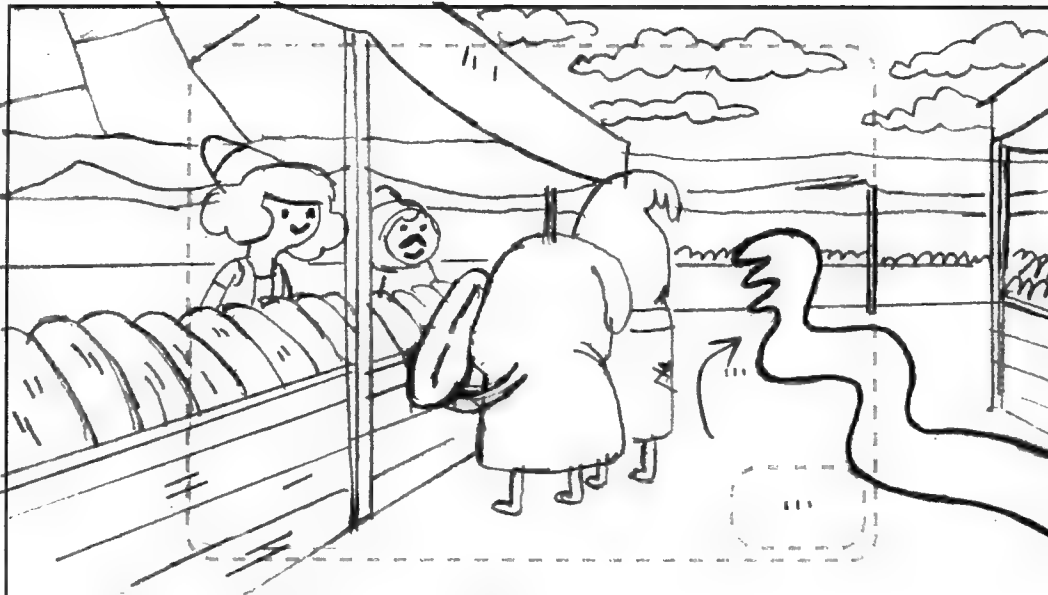
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Sc. 53

Pnl.F

Bg.

day night

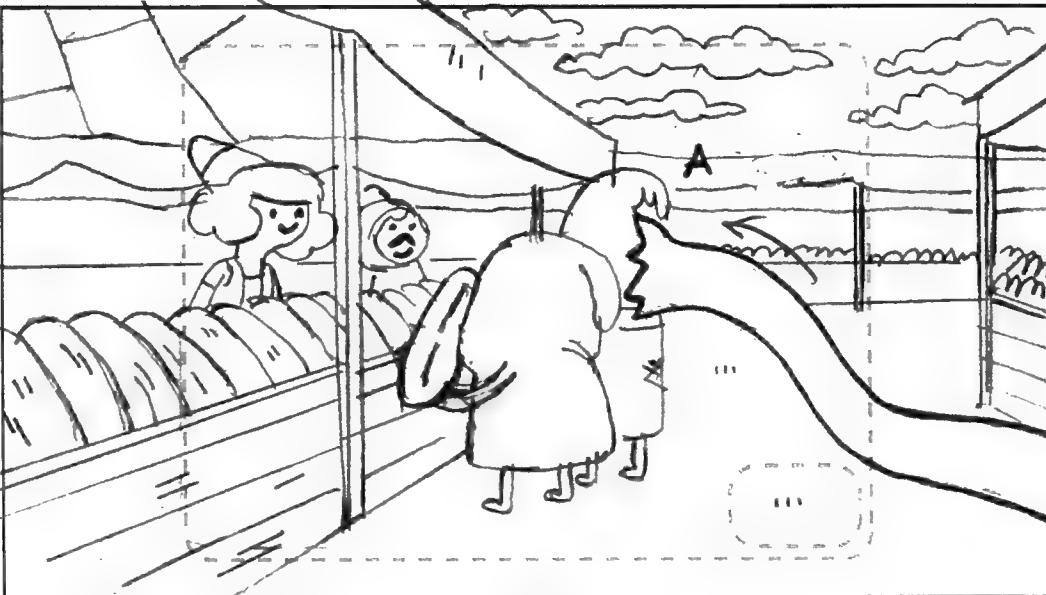


Sc. 53

Pnl.G

Bg.

day night



Dialog:

VM: ♪ GETCHA--

SFX: * PAT- PAT *

Action:

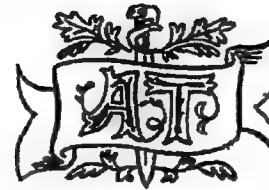
- Crystal wave pats head. Pose A.

Timing:

EPISODE # 1034-232

Production :

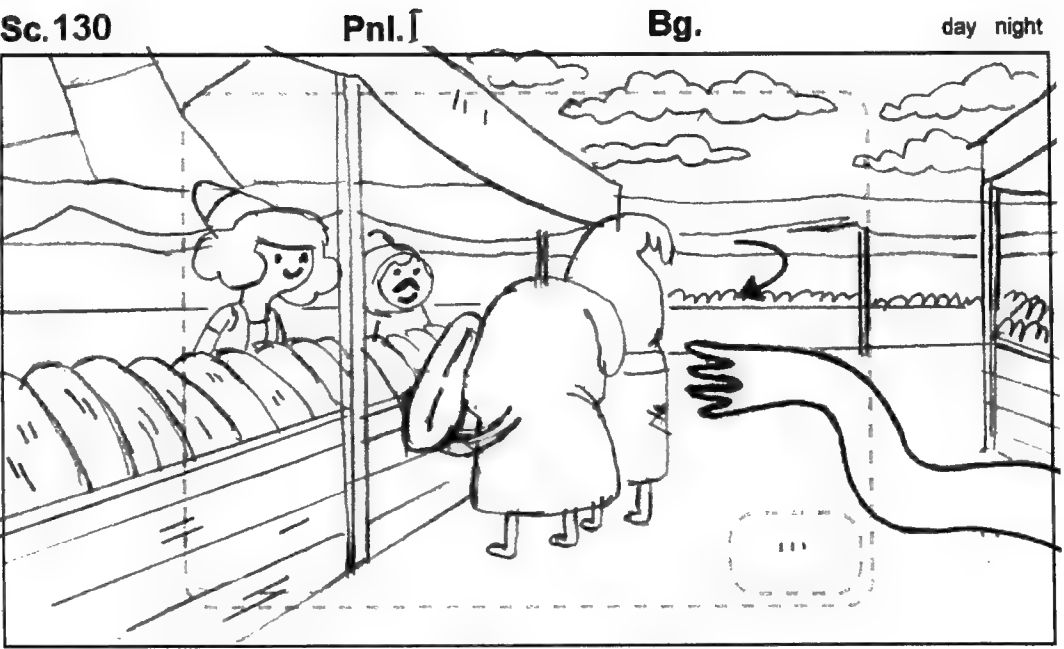
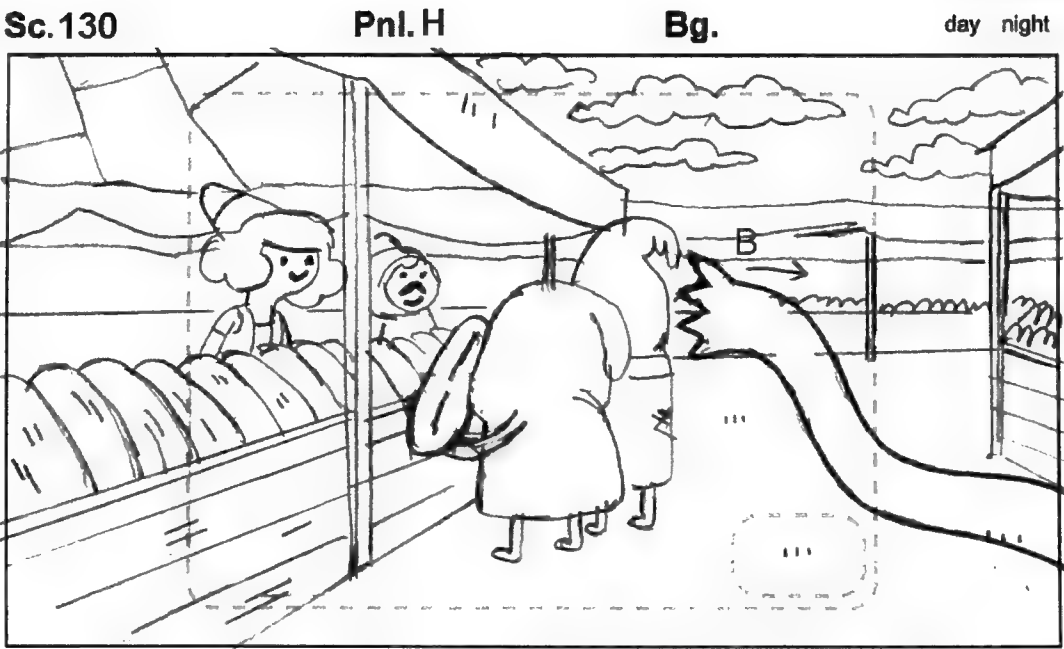
ADVENTURE TIME



Next Pg 133

Page 130

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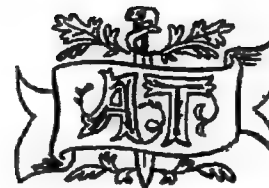


Dialog:
VM: ♪ ... CUKES ... ♪
Action:
Pose B.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev Pg 130

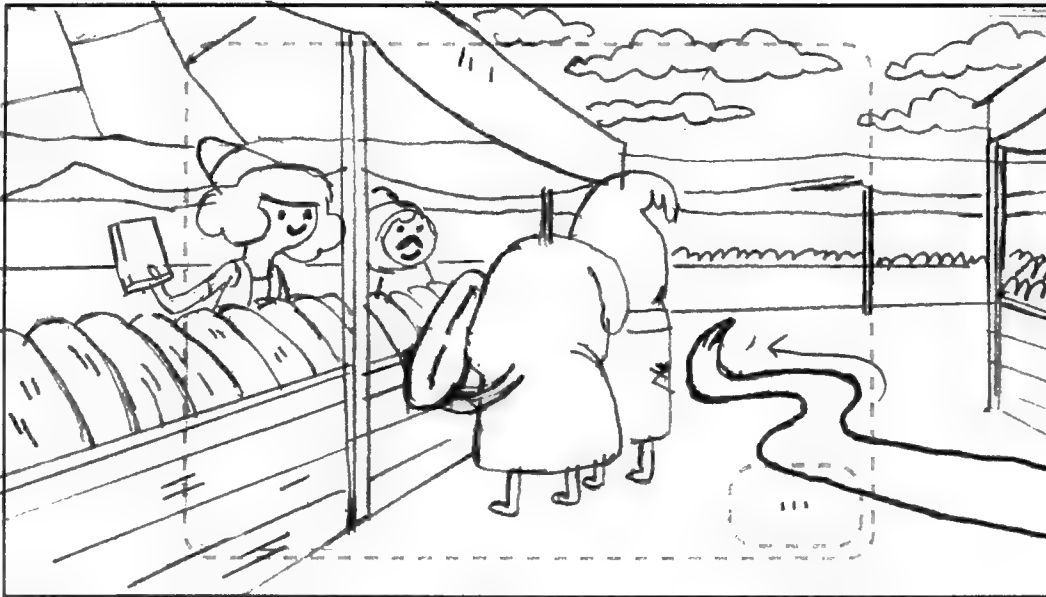
Page 133

Sc. 53

Pnl. J

Bg.

day night

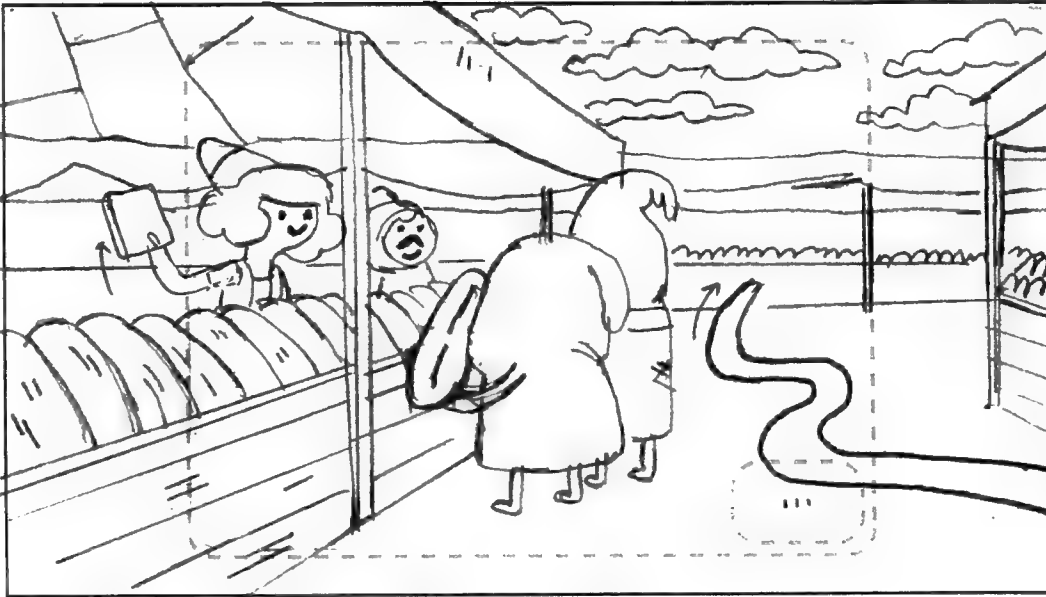


Sc. 53

Pnl. K

Bg.

day night



Dialog:	<div>VM: Hand woven tukes!</div>
Action:	<div>Crystal wave moves off into the distance.</div>
Timing:	

EPISODE # 1034-232

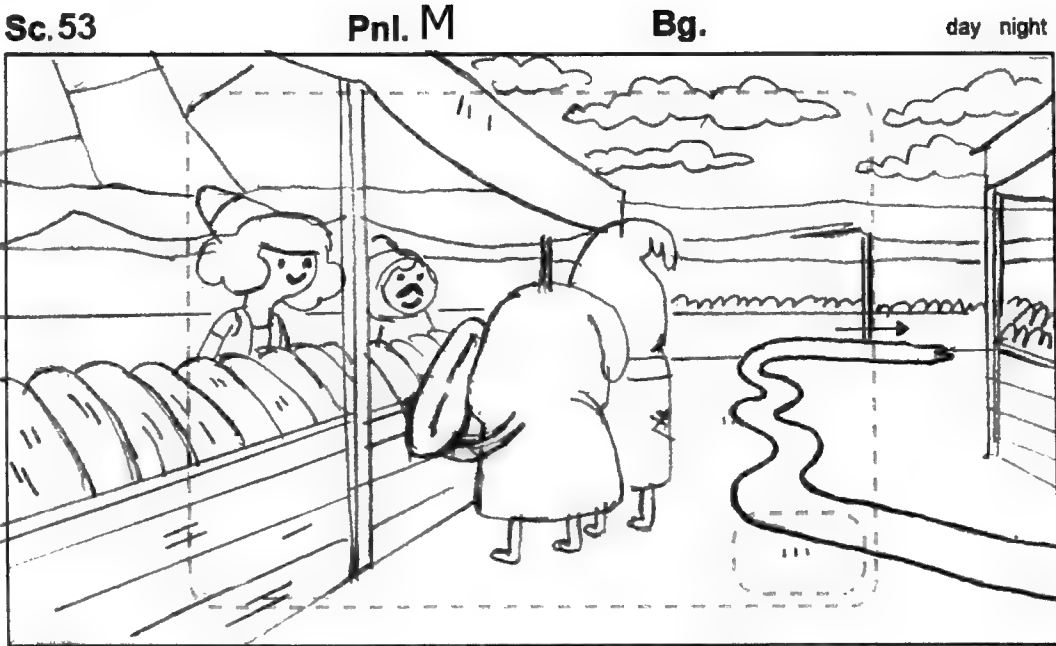
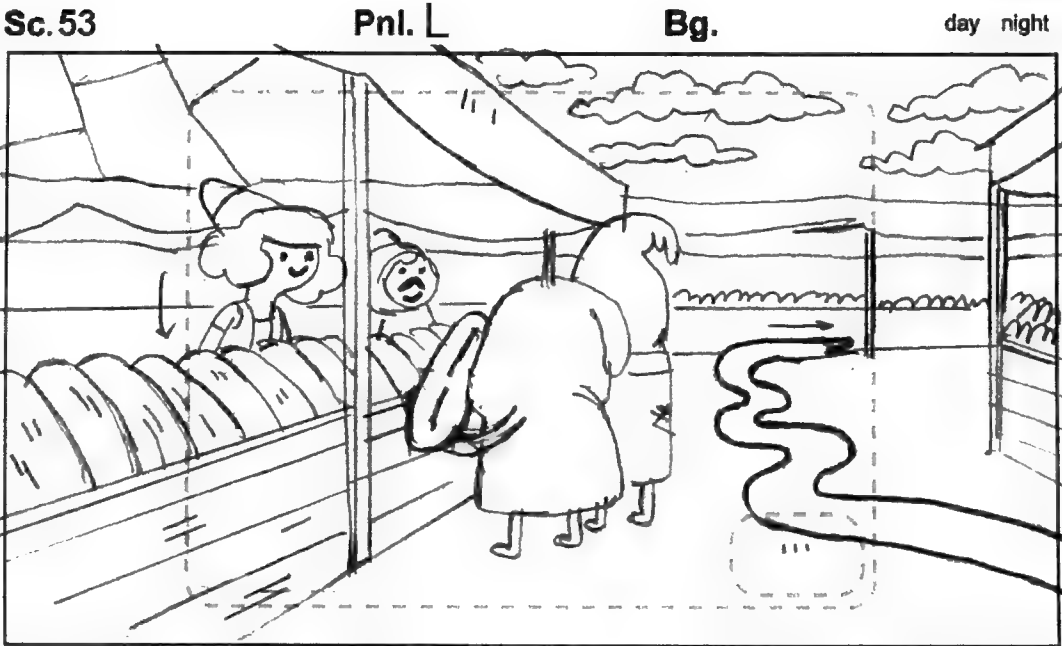
Production :

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ADVENTURE TIME



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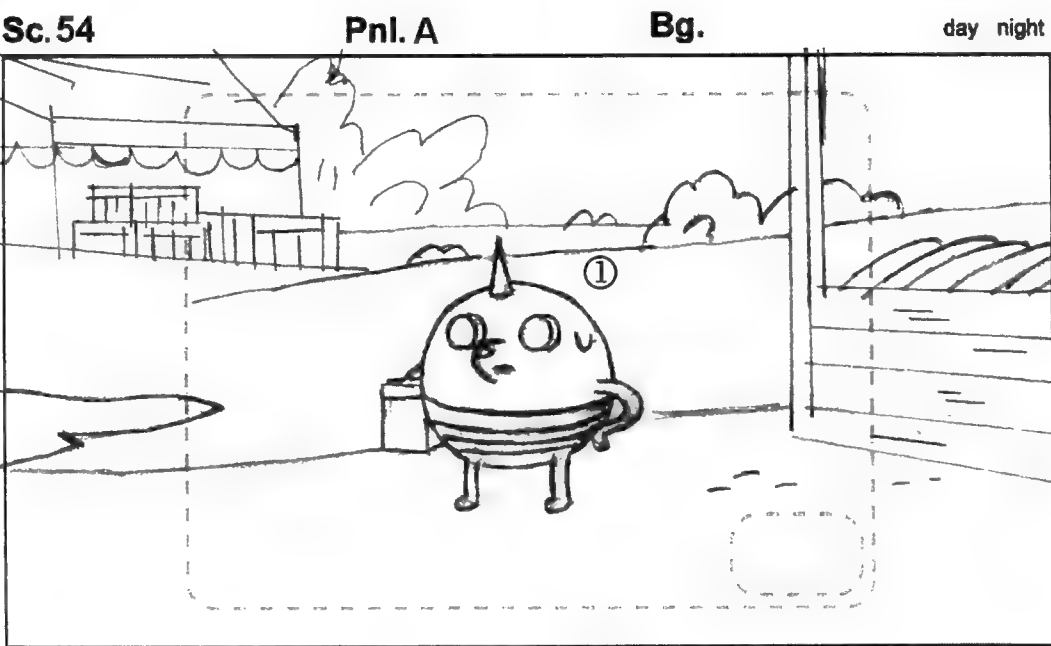
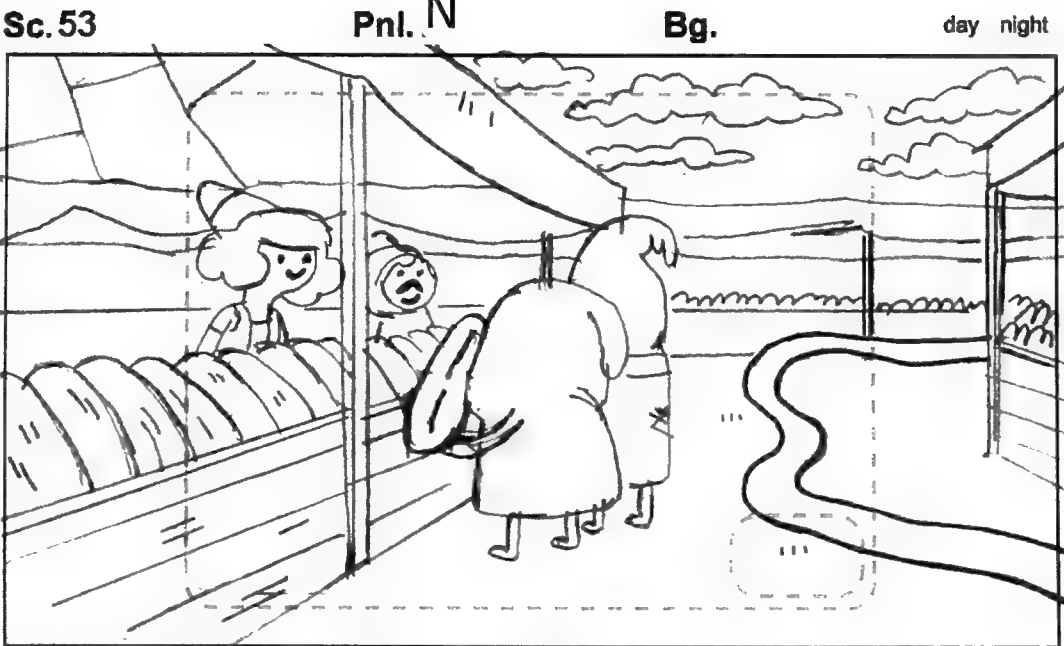
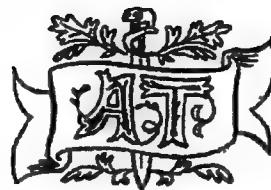
Dialog:
Action: - CRYSTAL WAVE TURNS
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:

TV (v.o.): Ugh...

Action:

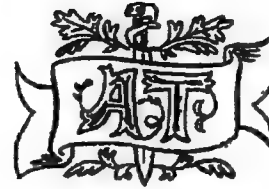
Crystal wave moves off screen.

On TV.

Timing:



ADVENTURE TIME



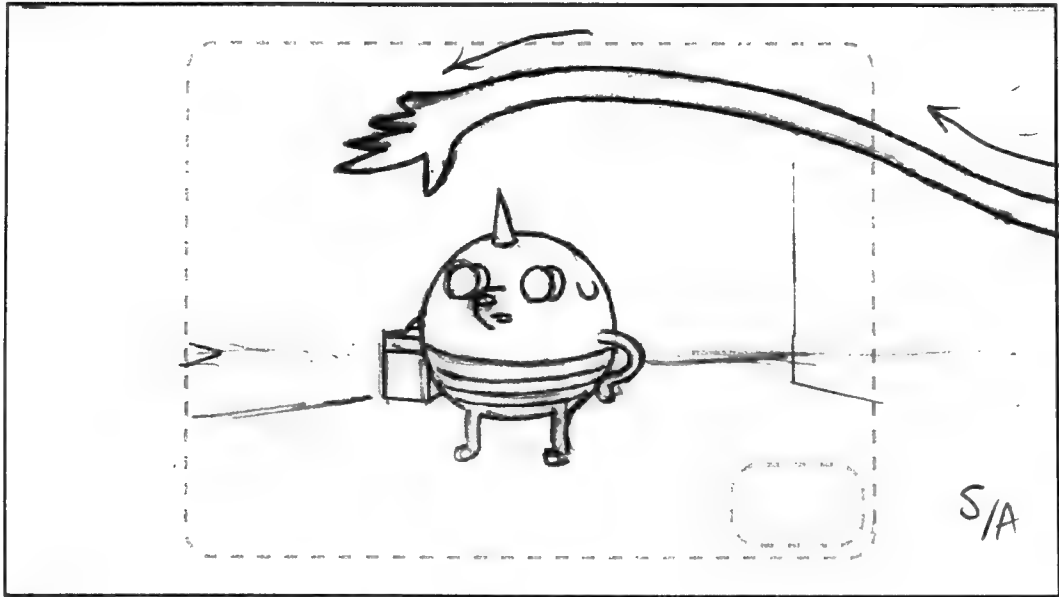
Page 136

Sc. 54

Pnl. B

Bg.

day night

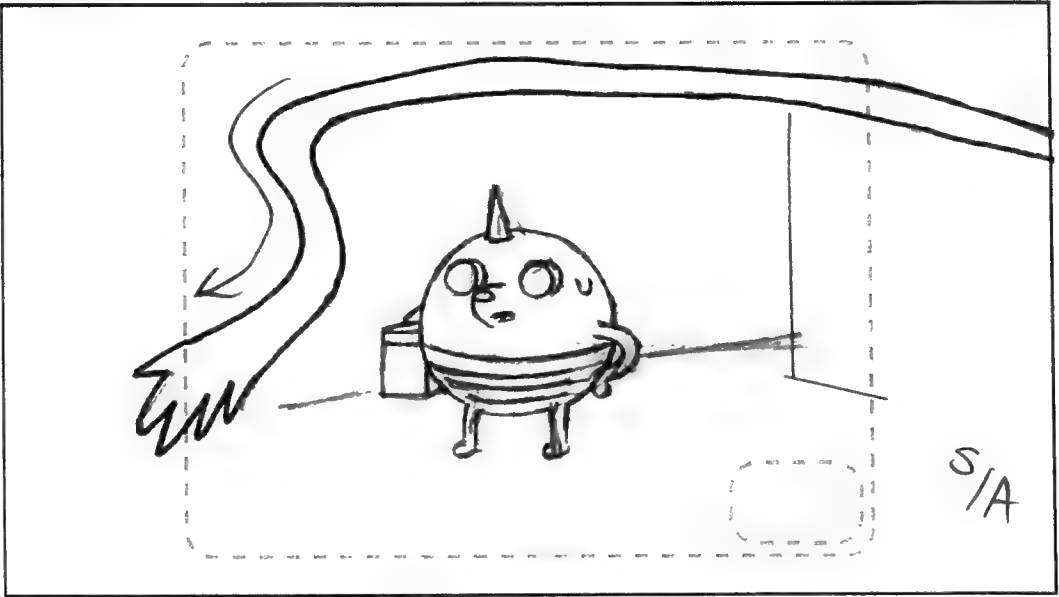


Sc. 54

Pnl. C

Bg.

day night



Dialog:

TV (V.O.): People here are --

TV (V.O.): -- dumb or something.

SFX: Whispa whispa whispa [crystal wave]

Action:

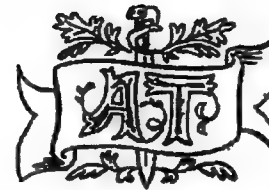
Crystal wave comes in.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



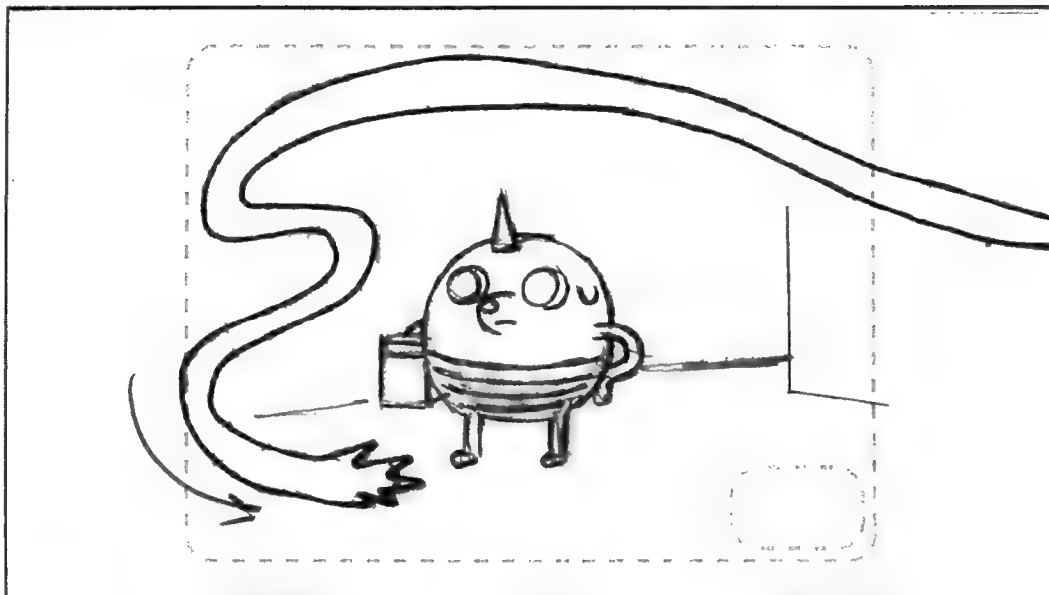
Page 137

Sc. 54

Pnl. D

Bg.

day night

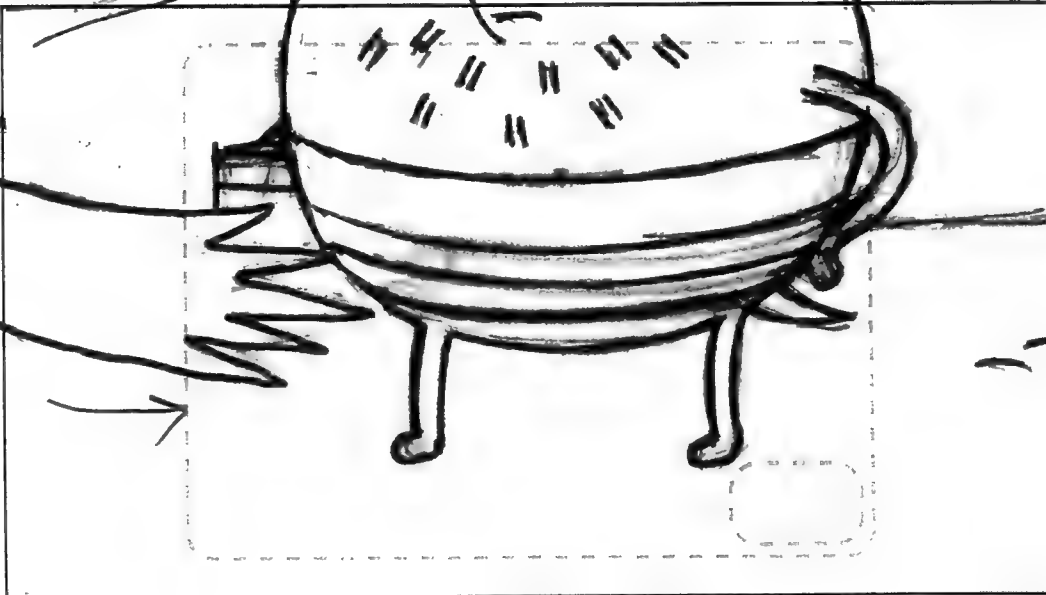


Sc.55

Pnl. A

Bg.

day night



Dialog:

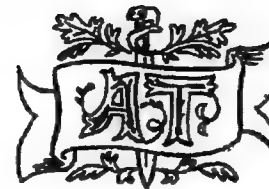
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



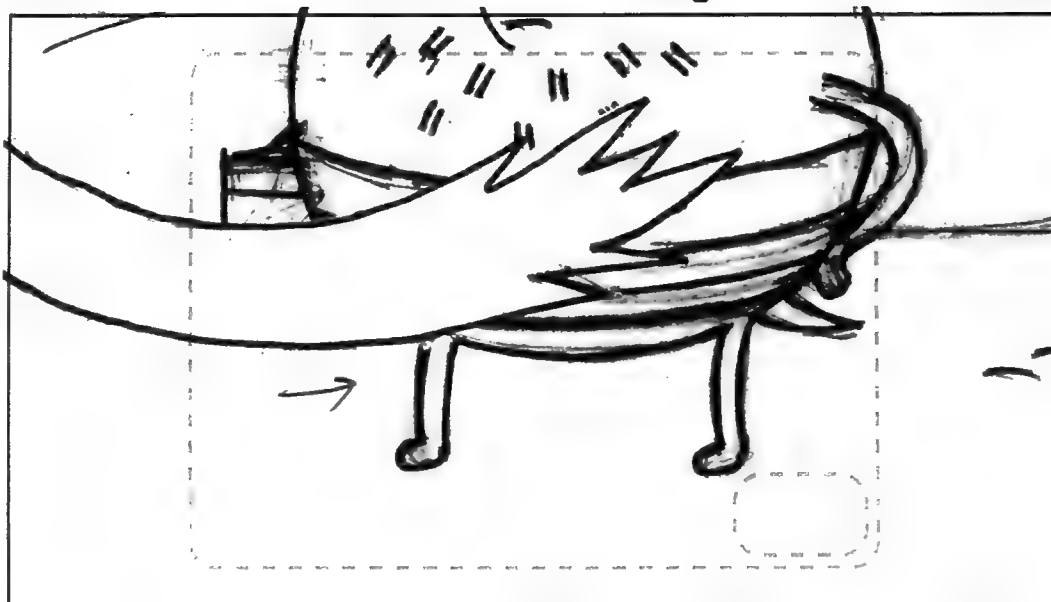
Page 138

Sc. 55

Pnl. B

Bg.

day night

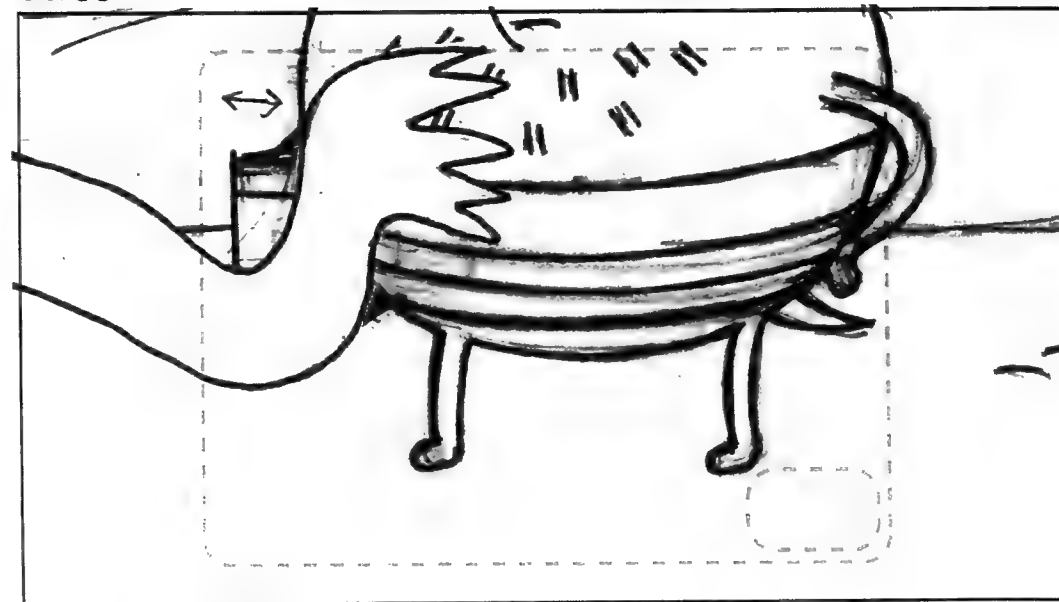


Sc. 55

Pnl. C

Bg.

day night



Dialog:

SFX: * PAT *

Action:

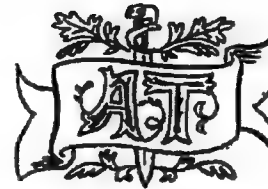
- CRISTAL WAVE PATS TV'S STOMACH.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



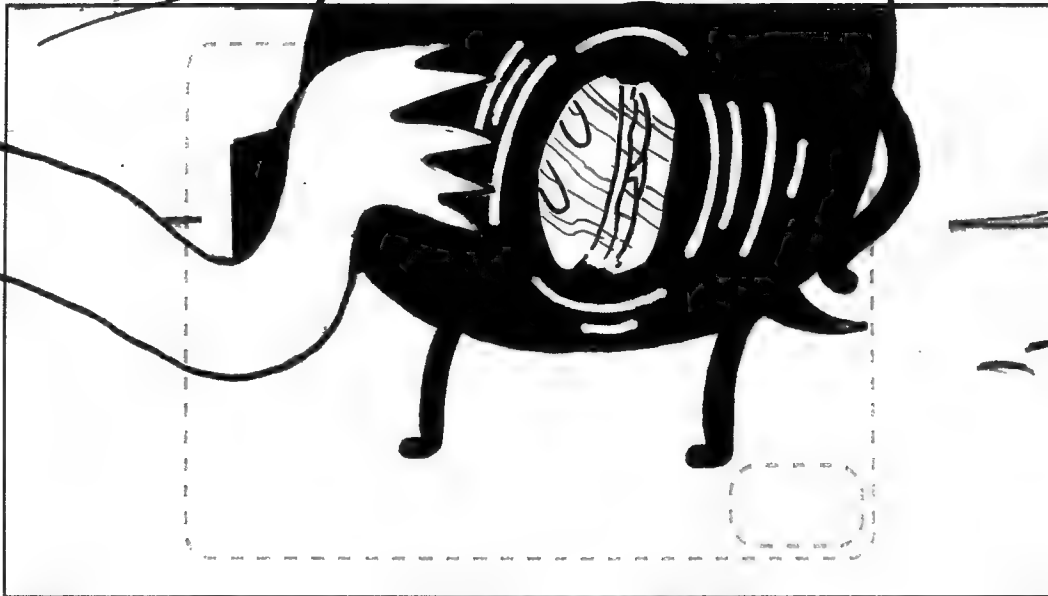
Page 139

Sc. 55

Pnl. D

Bg.

day night

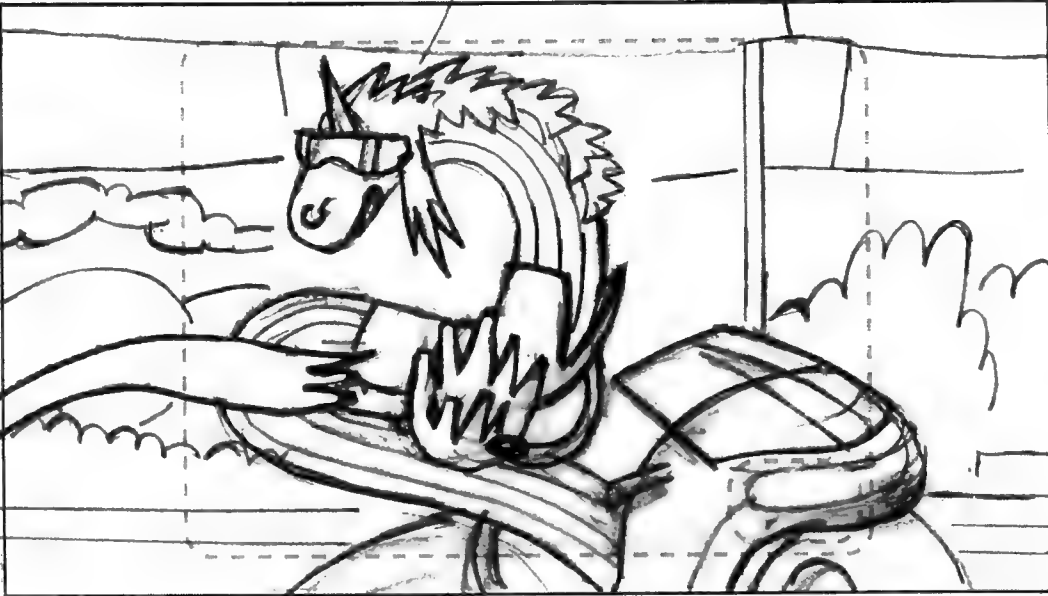


Sc. 56

Pnl. A

Bg.

day night



Dialog:

SFX: * VMMMMM *

LEE: GOTCHA,

Action:

Diss on: X-Ray view of crystal SANDWICH.

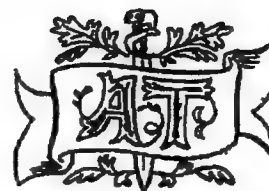
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

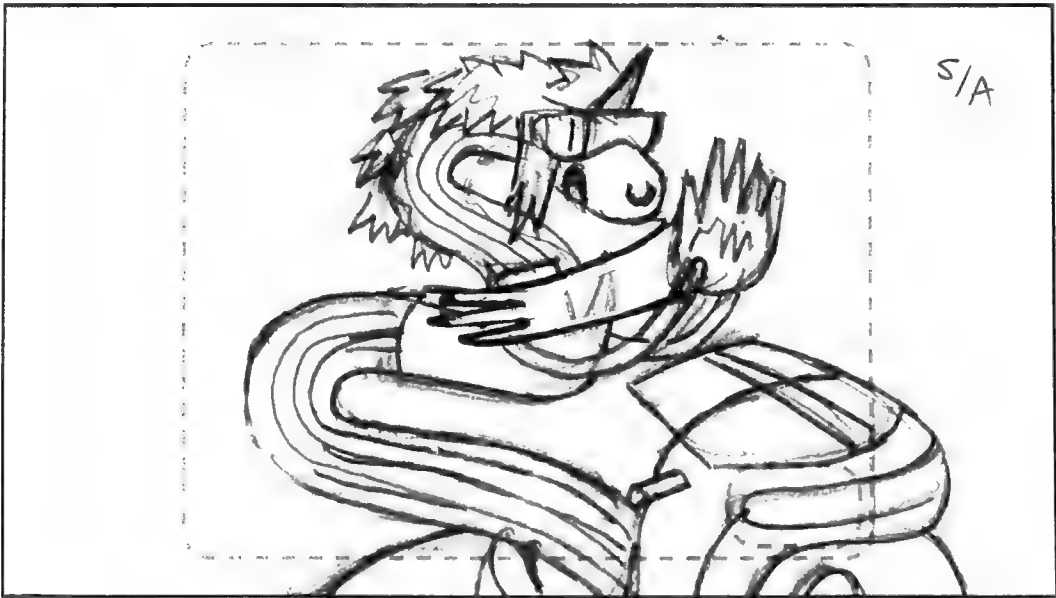


Sc. 56

Pnl. B

Bg.

day night

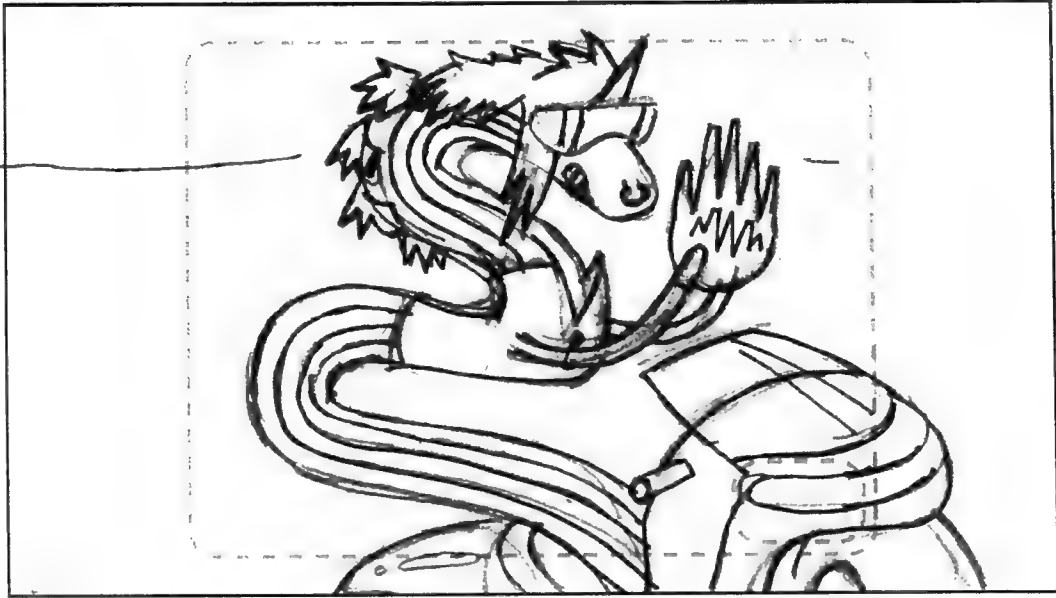


Sc. 56

Pnl. C

Bg.

day night



Dialog:

SFX: * WHAAA *

Lee: Thanks, man!

Action:

The wave of energy goes back into the crystal.

Timing:

EPISODE # 1034-232

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ADVENTURE TIME

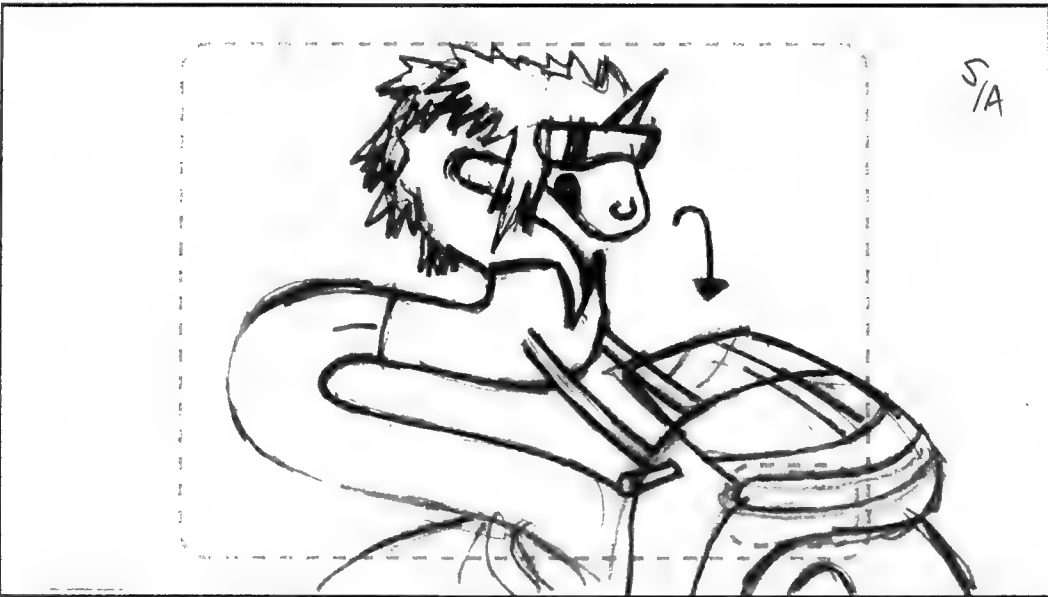


Sc. 56

Pnl. D

Bg.

day night

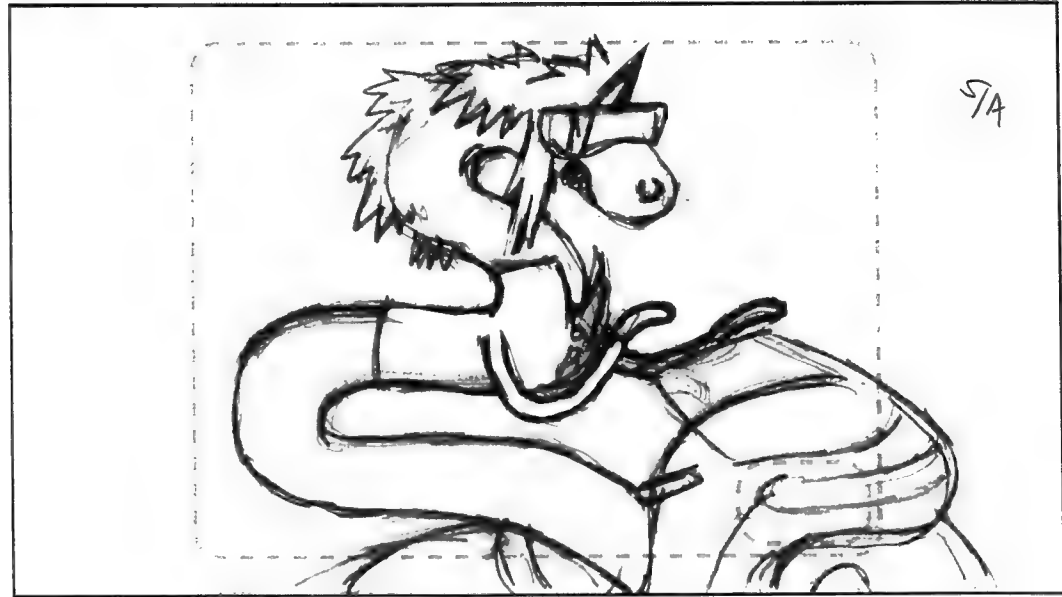


Sc. 56

Pnl. E

Bg.

day night



Dialog:	
Action:	Lee puts down the crystal.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 56

Pnl. F

Bg.

day night



Sc. 56

Pnl. G

Bg.

day night

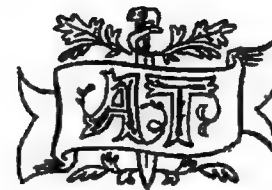


Dialog:	<u>SFX:</u> Zzzmm! [revving motorbike] _____
Action:	— LEE TURNS MOTORBIKE
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



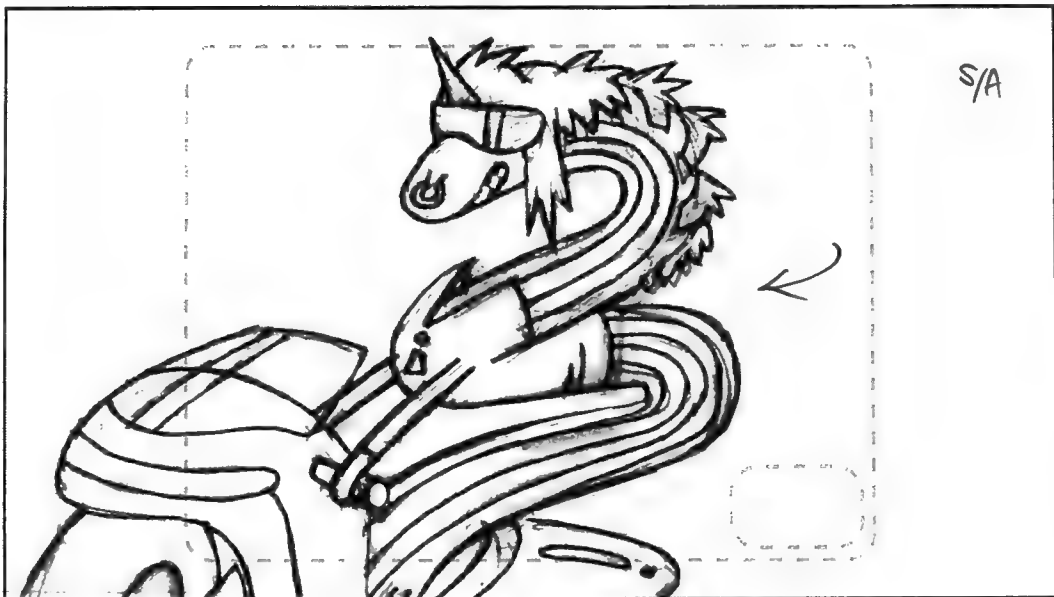
Page **143**

Sc. 56

Pnl. H

Bg.

day night

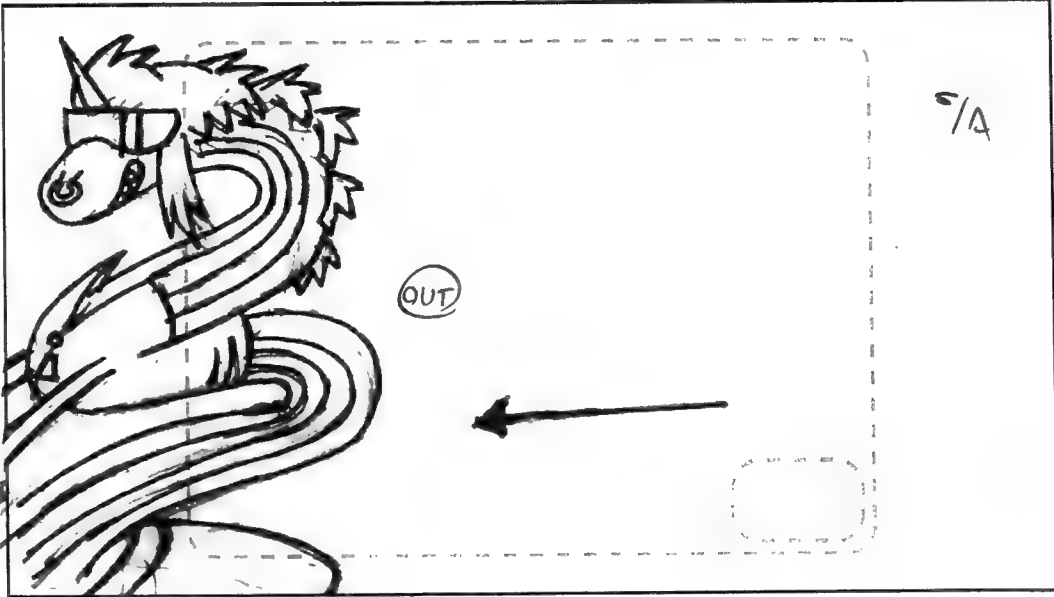


Sc. 56

Pnl. I

Bg.

day night



Dialog:

Action:

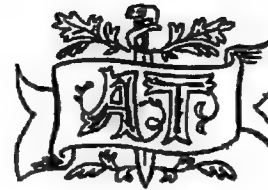
— Lee exits scene.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

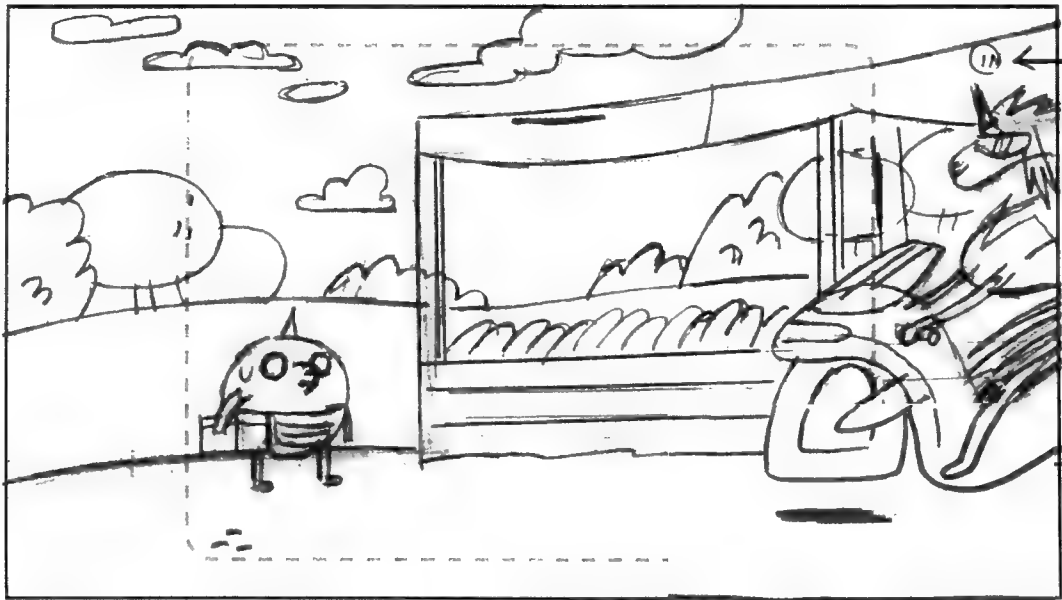


Sc. 57

Pnl. A

Bg.

day night

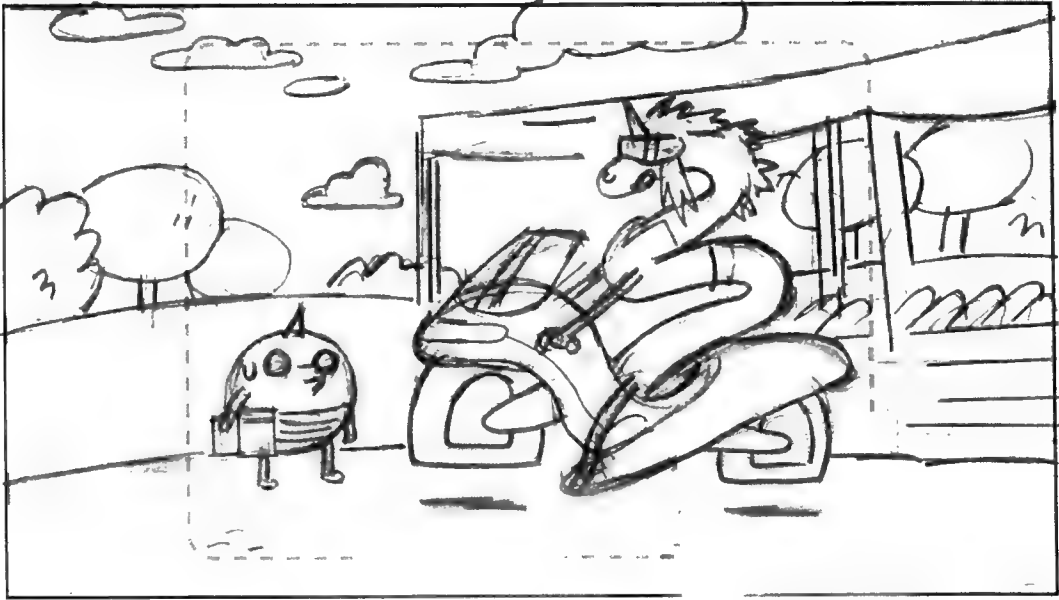


Sc. 57

Pnl. B

Bg.

day night



Dialog:

SFX: Zzzzz [motorbike]

Lee: Hey . . . I'm Lee.

TV: (IMPRESSED)
WHOOOOA . . .

Action:

On TV. Lee enters.

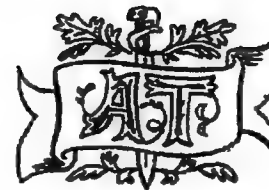
Timing:

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Production :

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ADVENTURE TIME



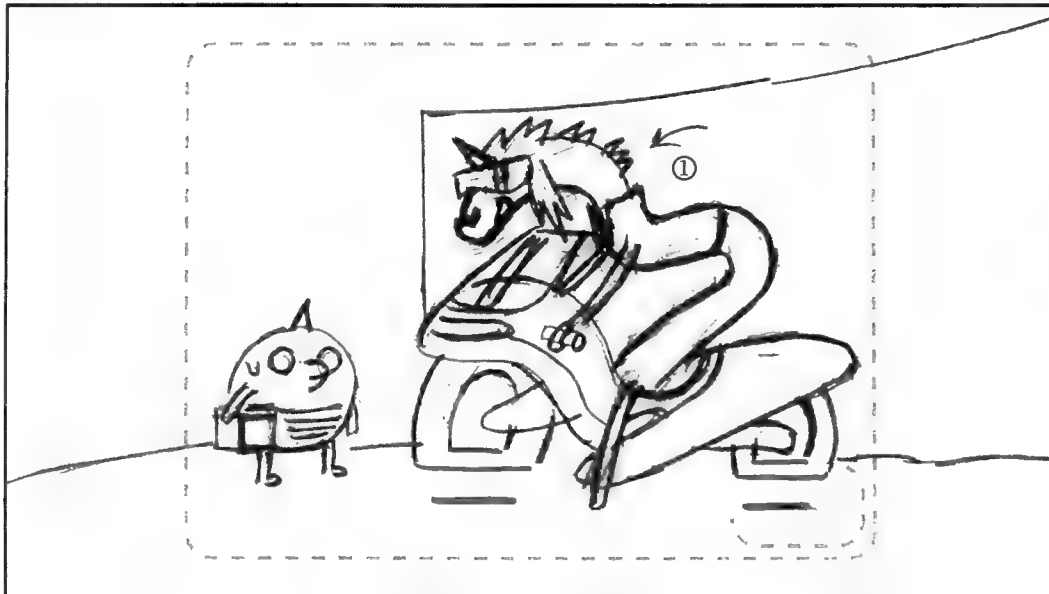
Page 145

Sc. 57

Pnl. C

Bg.

day night

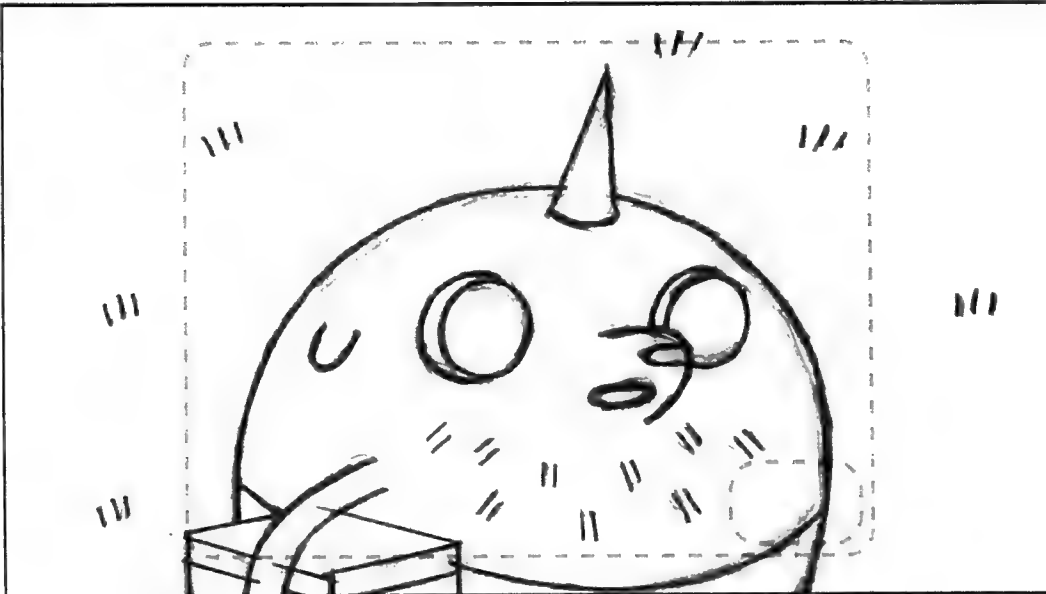


Sc. 58

Pnl. A

Bg.

day night

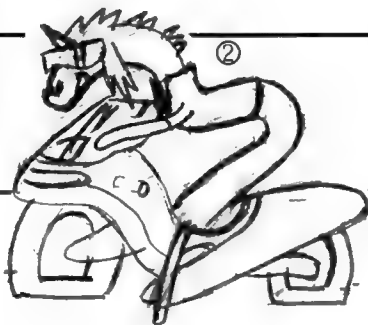


Dialog:

Lee: Nice box.

TV: Give me --

Action:



Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



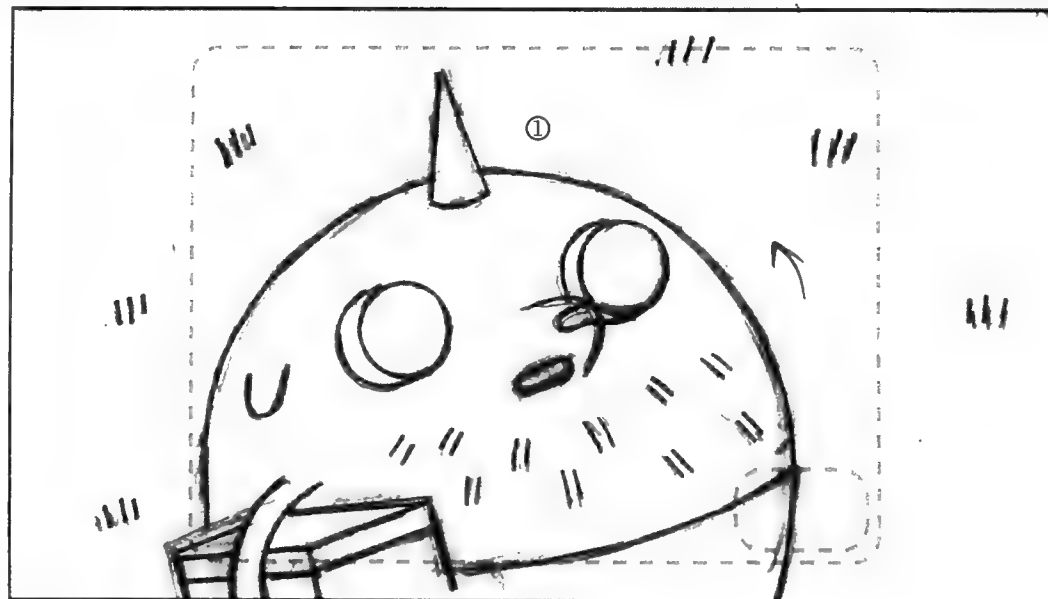
Page 146

Sc. 58

Pnl. B

Bg.

day night



Sc. 59

Pnl. A

Bg.

day night



Dialog:

TV: -- money, Lee. And you can have it.

Lee: I don't believe in currency, man.

Action:

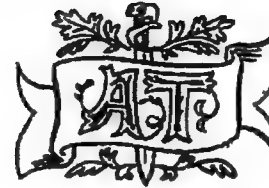
Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME

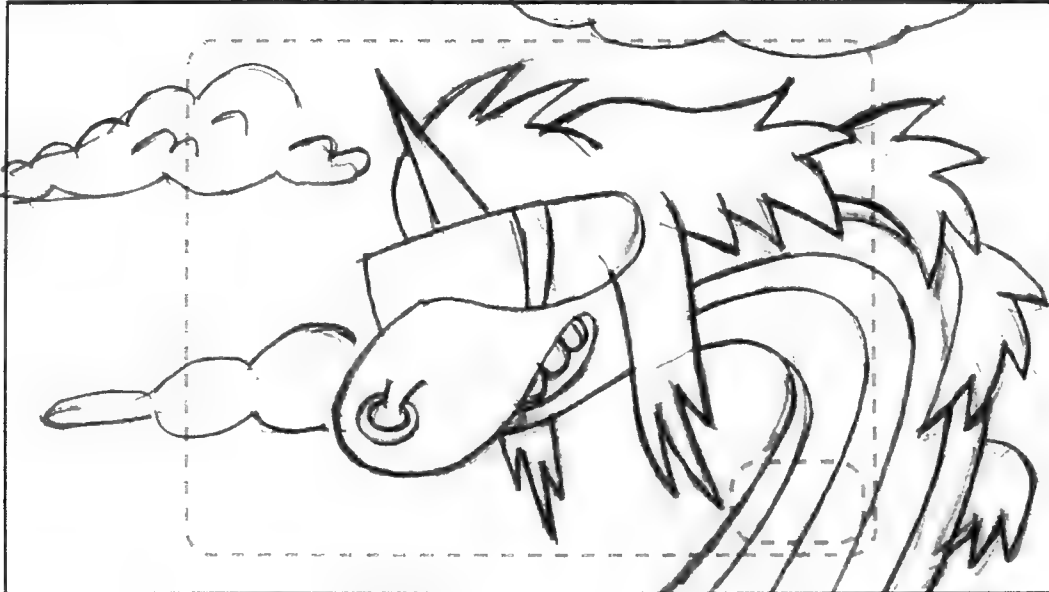


Sc. 59

Pnl. B

Bg.

day night

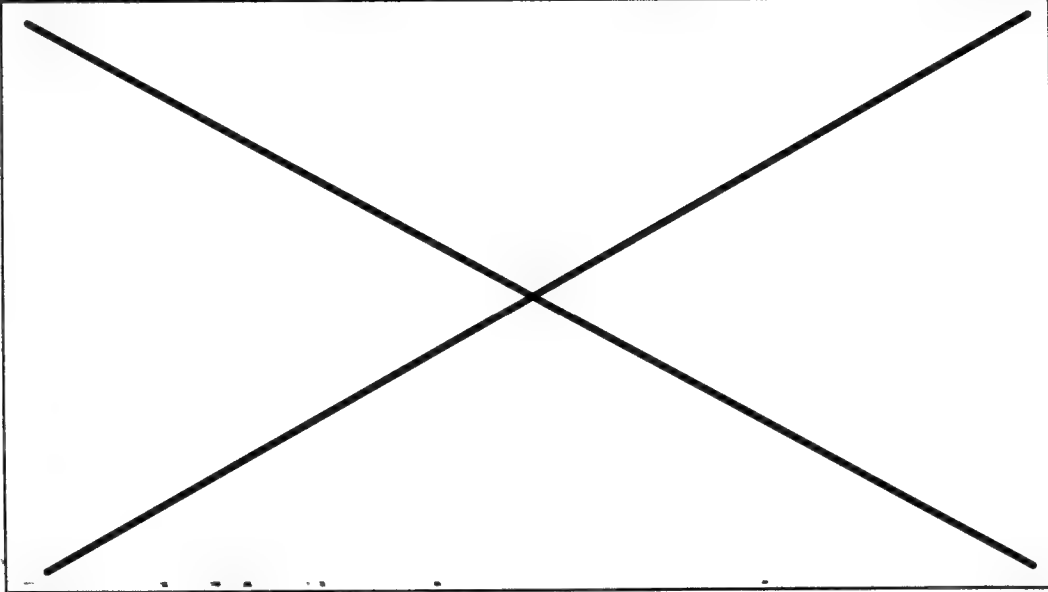


Sc.

Pnl.

Bg.

day night



Dialog:	<p><u>Lee:</u> But I know a place where you could get a lot of money for a box like that.</p>
Action:	
Timing:	

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ADVENTURE TIME

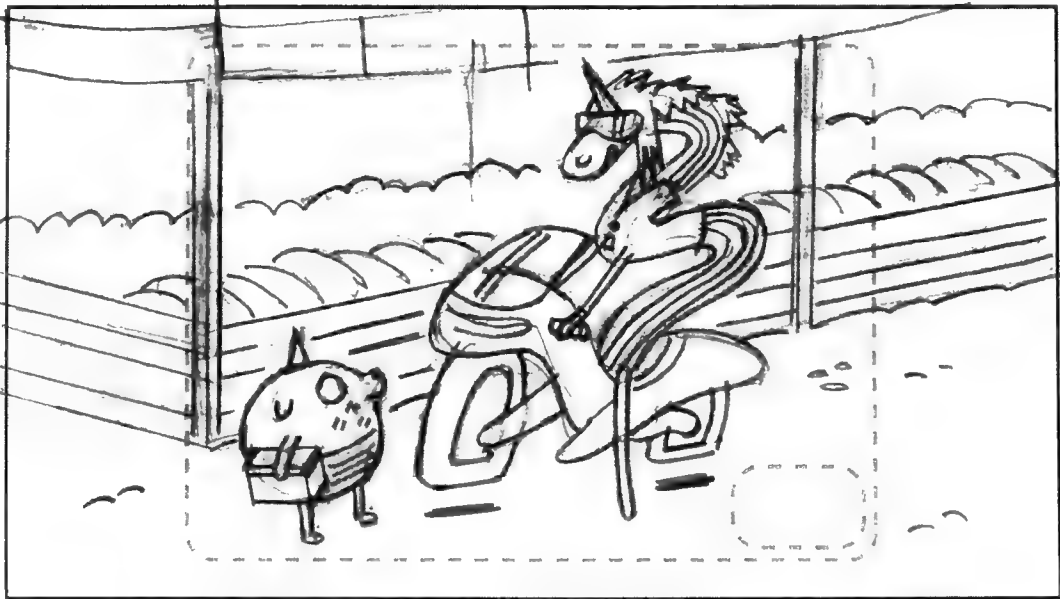


Sc. 61

Pnl. A

Bg.

day night

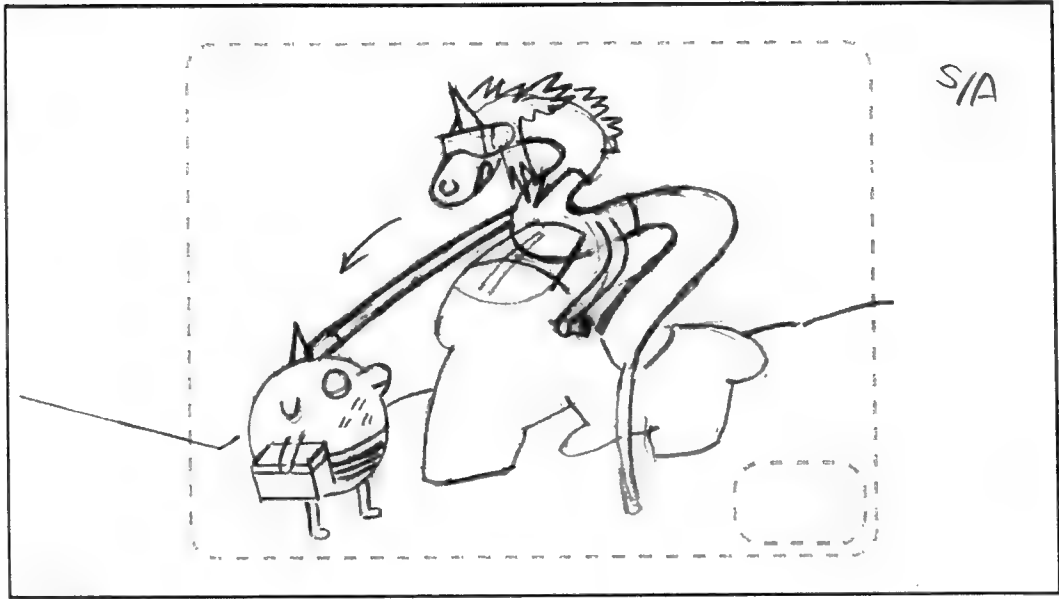


Sc. 61

Pnl. B

Bg.

day night



Dialog:	<p><u>Lee</u>: Come on, man!</p> <p><u>Lee</u>: Get on my cool bike.</p>
Action:	<p>- Lee grabs TV.</p>
Timing:	

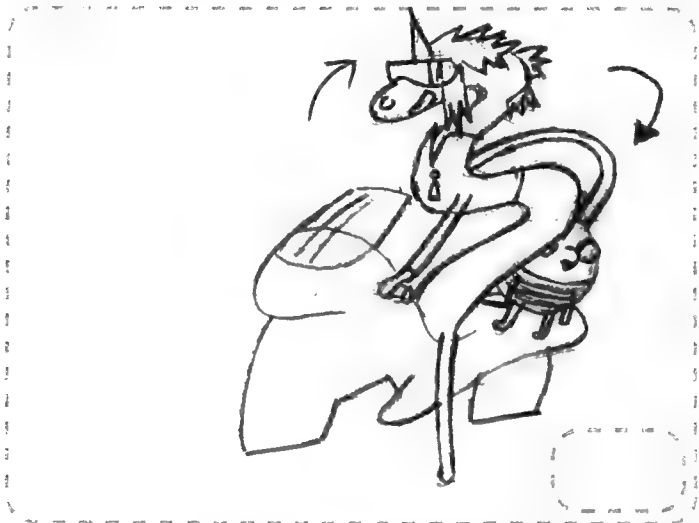

EPISODE # 1034-232

Production :

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ADVENTURE TIME

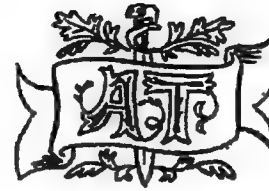


Sc.61	Pnl. C	Bg.	day night	Sc.61	Pnl.D	Bg.	day night
							

Dialog:	<div>TV: UH, B.T.W, I'M T.V.</div> <div>Lee: My name is Lee.</div>
Action:	Lee puts TV onto the bike.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



Page 150

Sc. 61

Pnl. E

Bg.

day night

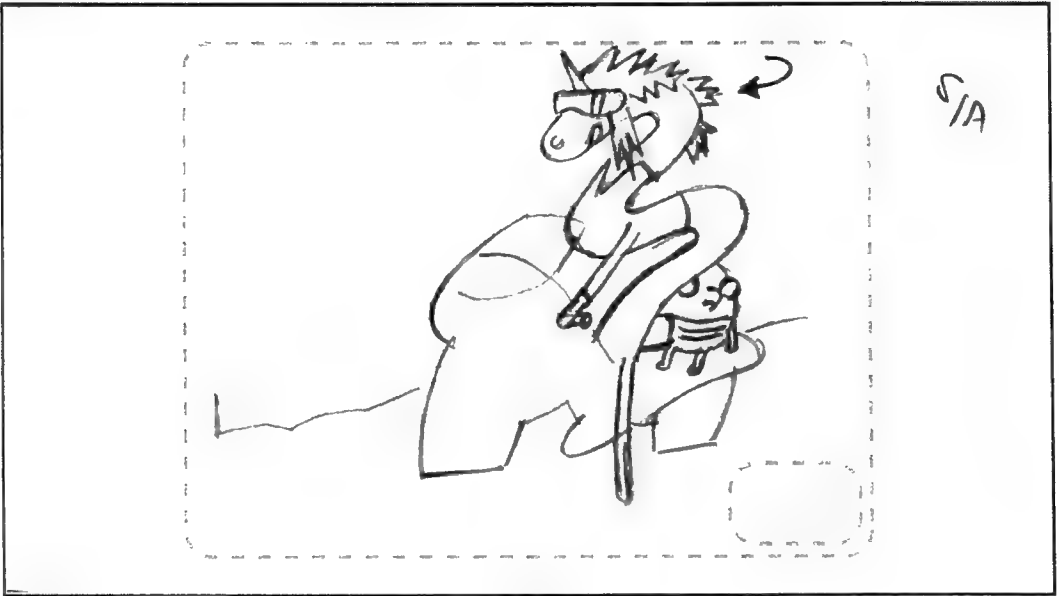


Sc. 61

Pnl. F

Bg.

day night



Dialog:

Lee: In case you want to add me to your contacts list.

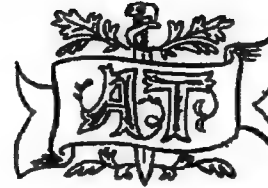
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

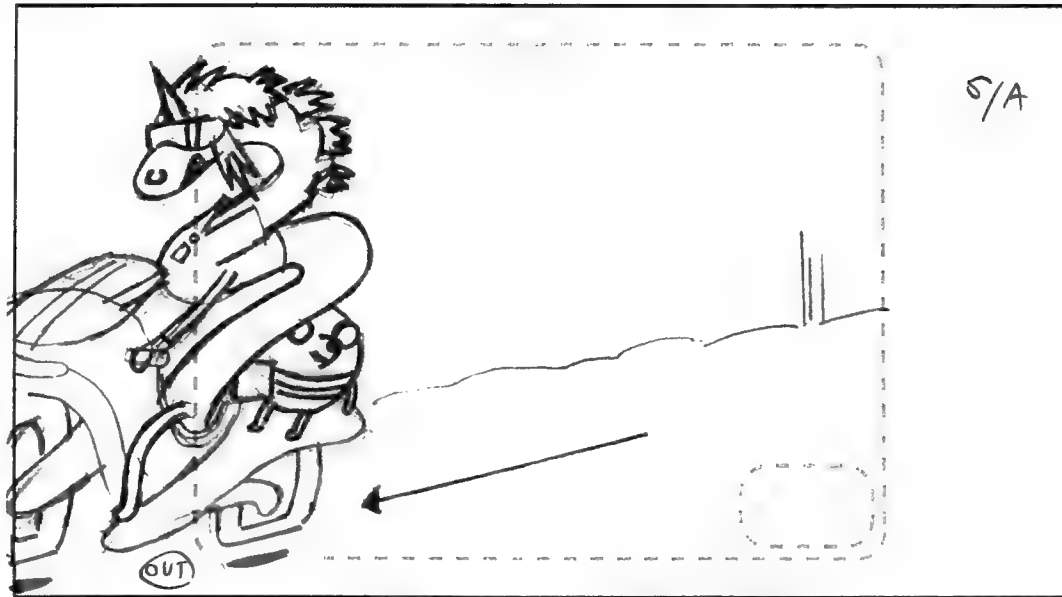


Sc. 61

Pnl. G

Bg.

day night

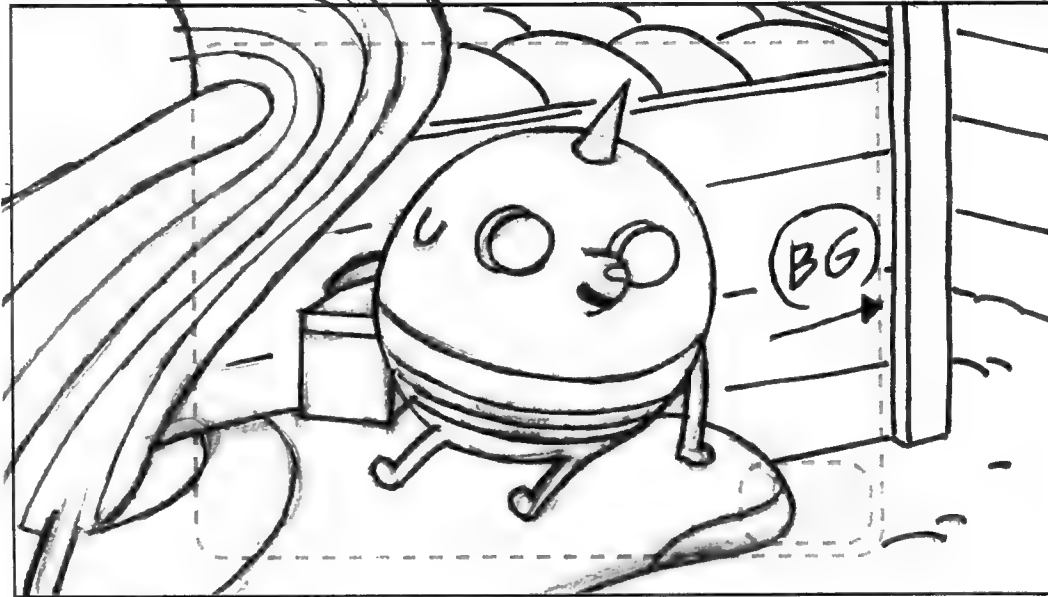


Sc. 62

Pnl. A

Bg.

day night



Dialog:	<u>SFX:</u> Zzzzz [motorbike]
Action:	-LEE DRIVES OFF/S.
Timing:	

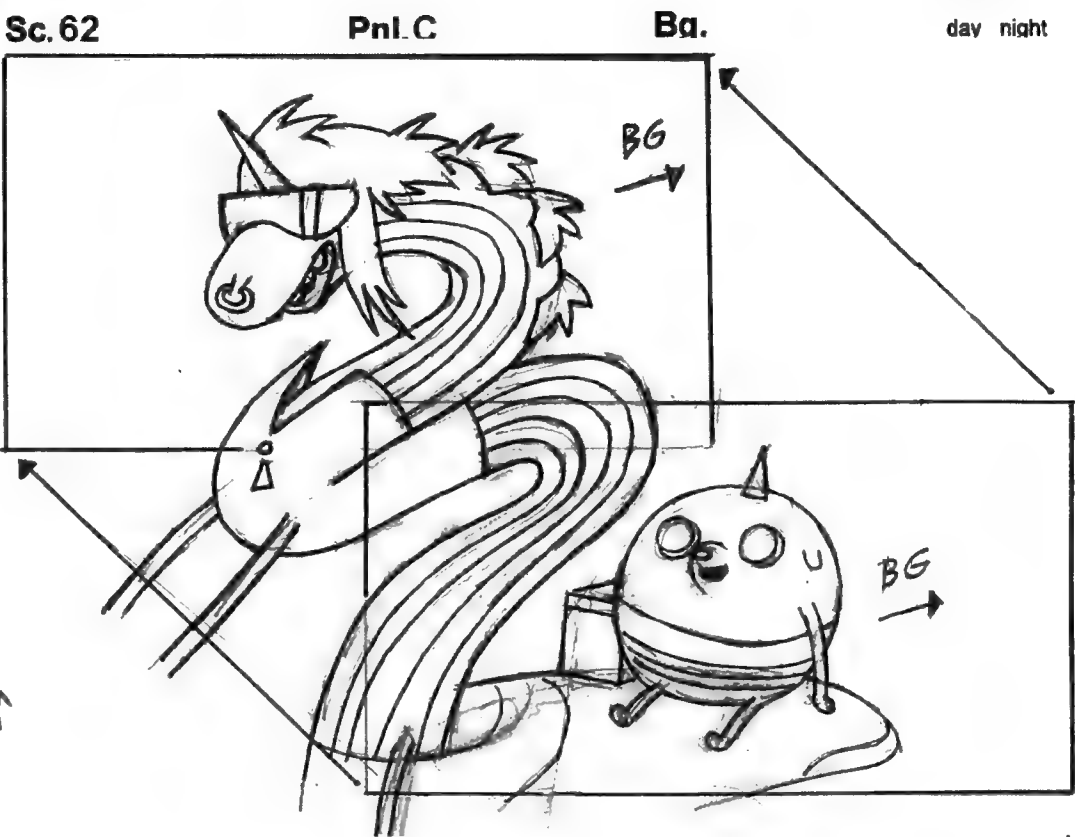
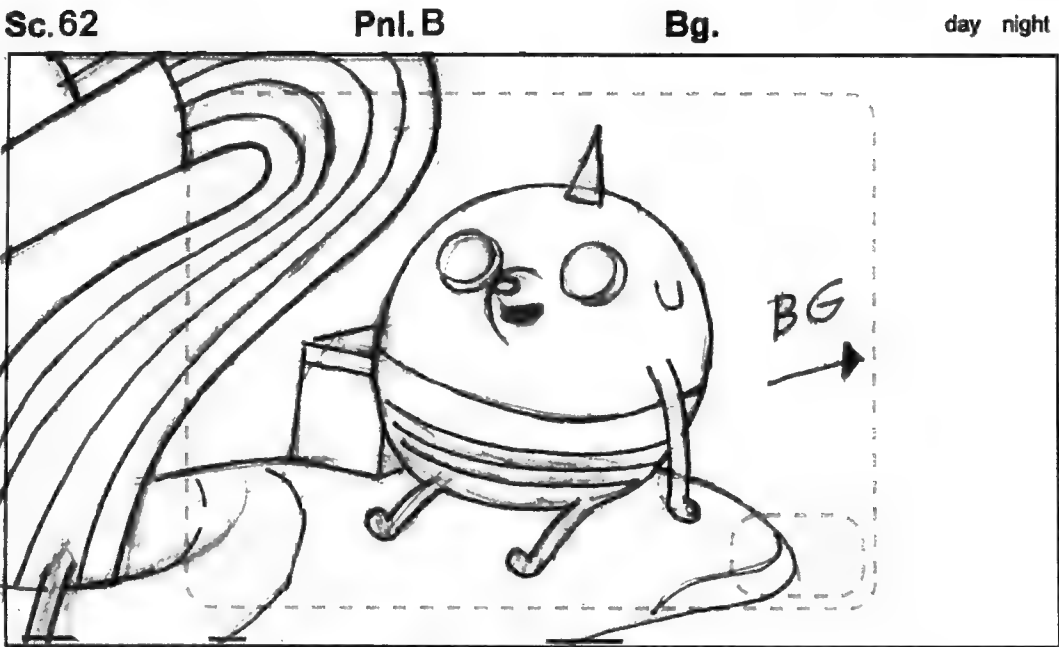
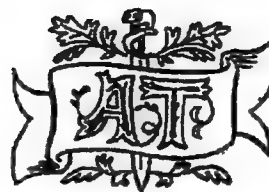
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ADVENTURE TIME



Dialog: TV (singing): I've got a new best friend . . .

Action: -PAN UP TO LEE .

Timing:

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ADVENTURE TIME



Sc. 62	Pnl. D	Bg.	day night	Sc. 63	Pnl. A	Bg.	day night
<p>Dialog:</p> <p><u>Lee</u>: ♪ ". . . named Lee." ♪</p>				<p><u>SFX</u>: Zzzzz [motorbike]</p> <p><u>LR</u>: Lee!?</p>			
<p>Action:</p> <p>-LEE FINISHES LINE.</p>				<p>Motorbikes enters scene. LR enters from over the hill.</p>			
<p>Timing:</p>							

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ADVENTURE TIME



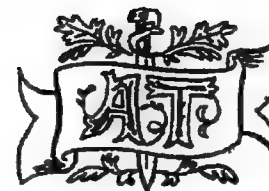
Sc.	Pnl.	Bg.	day	night	Sc. 63	Pnl. B	Bg.	day	night

Dialog:	<p>TV: (CALM) HEY MOM , , ,</p>
Action:	<p>Lee swerves bike to avoid LR.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



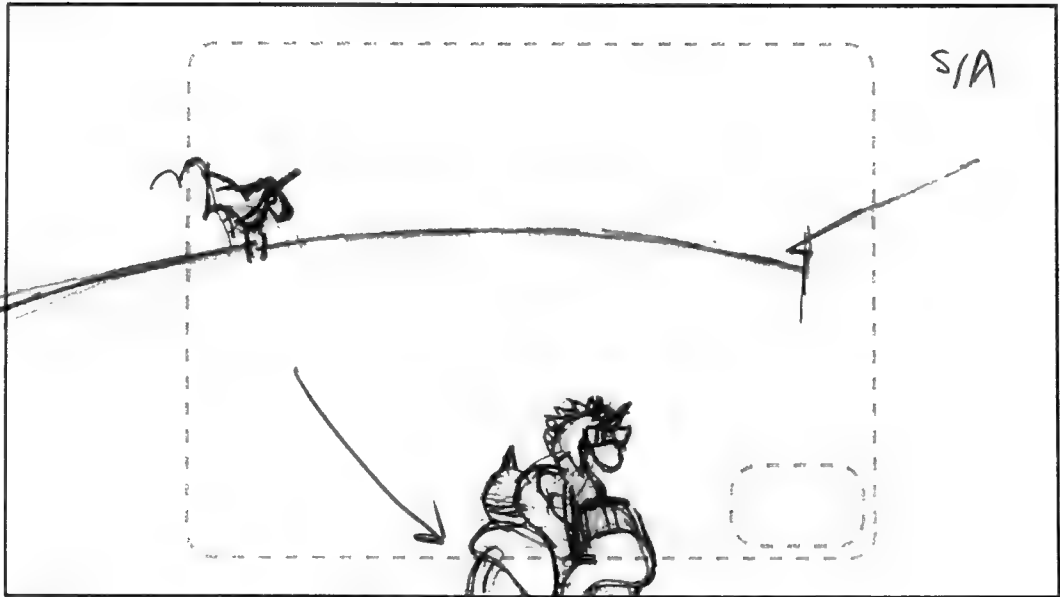
Page 155

Sc. 63

Pnl. C

Bg.

day night

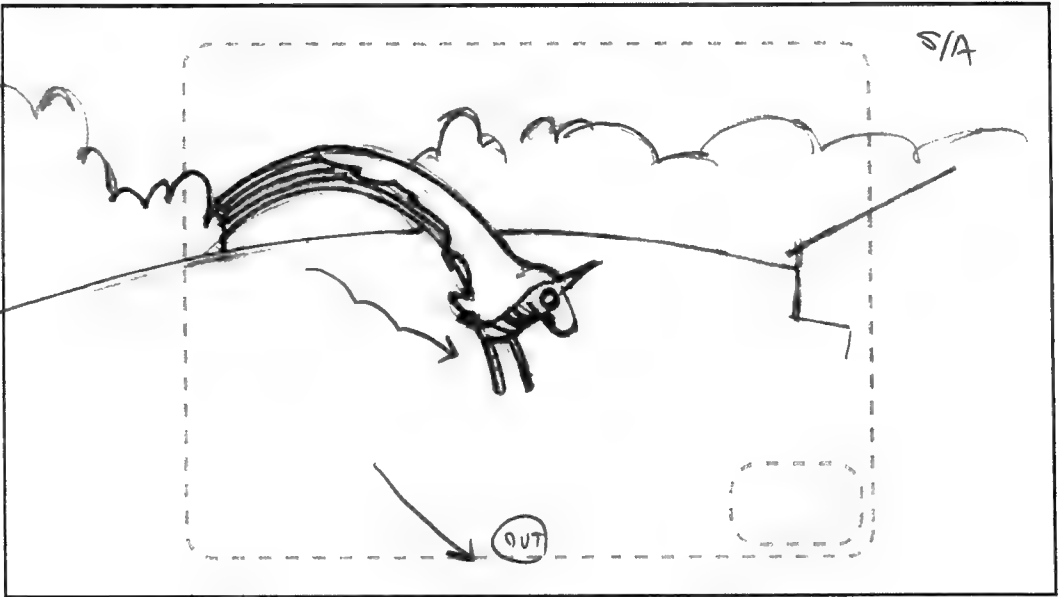


Sc. 63

Pnl. D

Bg.

day night



Dialog:

LR: Lee!?

Action:

- LEE SPEEDS OFF/S.

Timing:

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ADVENTURE TIME



Next Pg 158

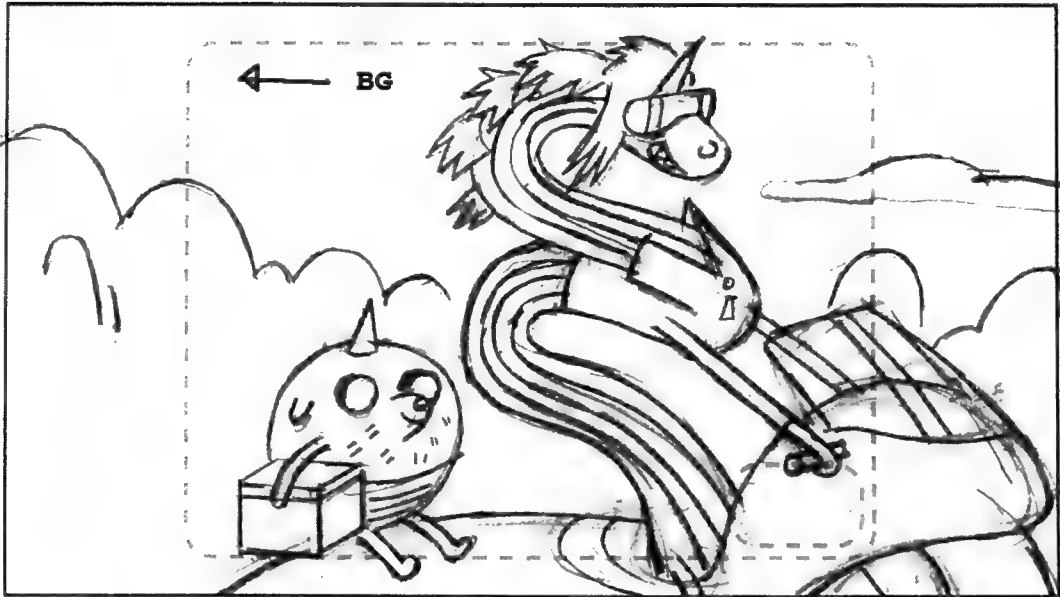
Page 156

Sc. 64

Pnl. A

Bg.

day night

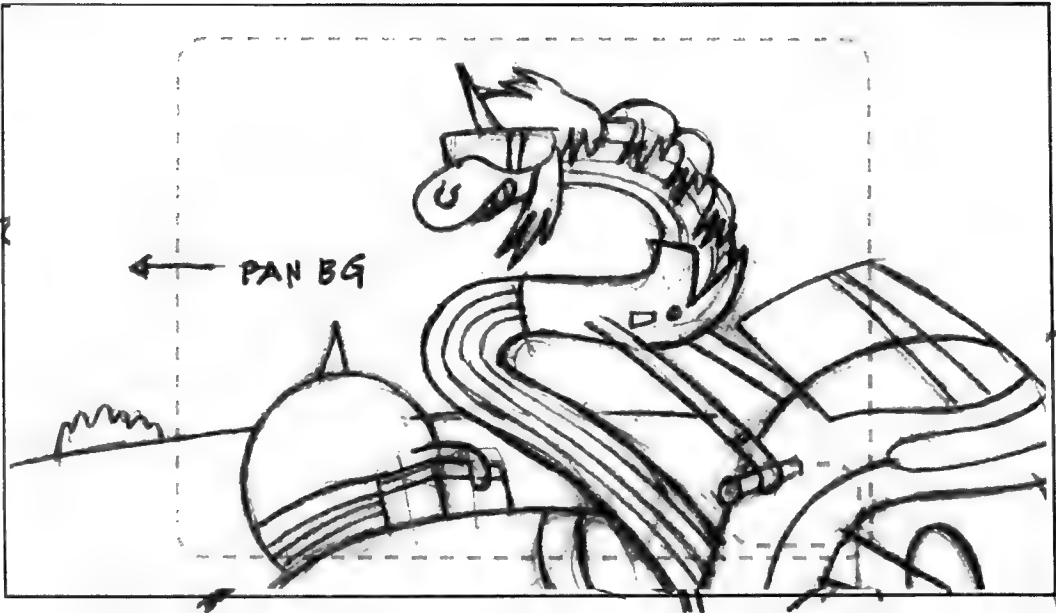


Sc. 64

Pnl. B

Bg.

day night



Dialog: SFX: Zzzzz [motorbike]

Lee (V.O.): Hey, baby.

Action:

- LEE LOOKS BACK.

Timing:

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Production :

ADVENTURE TIME



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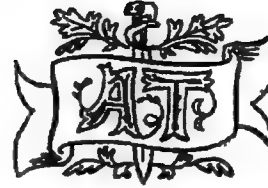
Sc. .	Pnl. .	Bg.	day night

Sc. 67	Pnl. A	Bg.	day night

Dialog:	<u>LR (v.o.):</u> Also that's my son TV!
Action:	
Timing:	

EPISODE # 1034-232

Production :

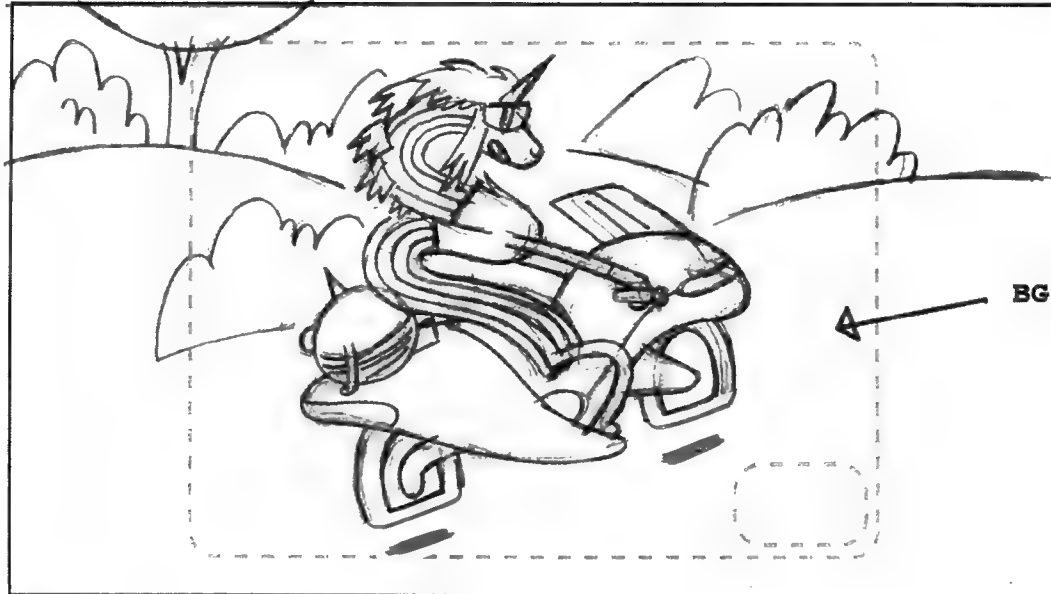


Sc. 69

Pnl. A

Bg.

day night

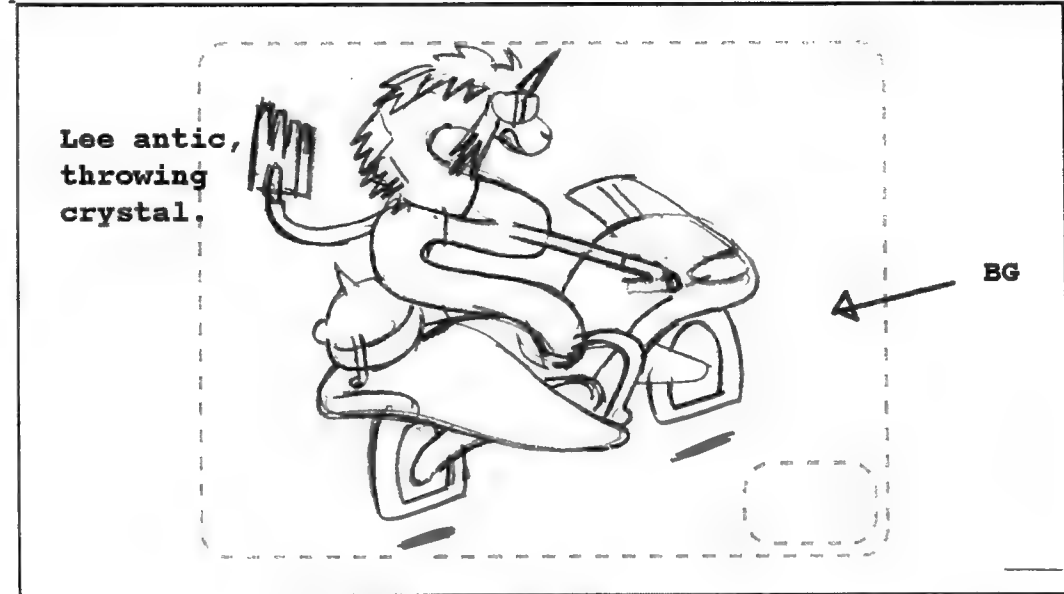


Sc. 69

Pnl. B

Bg.

day night

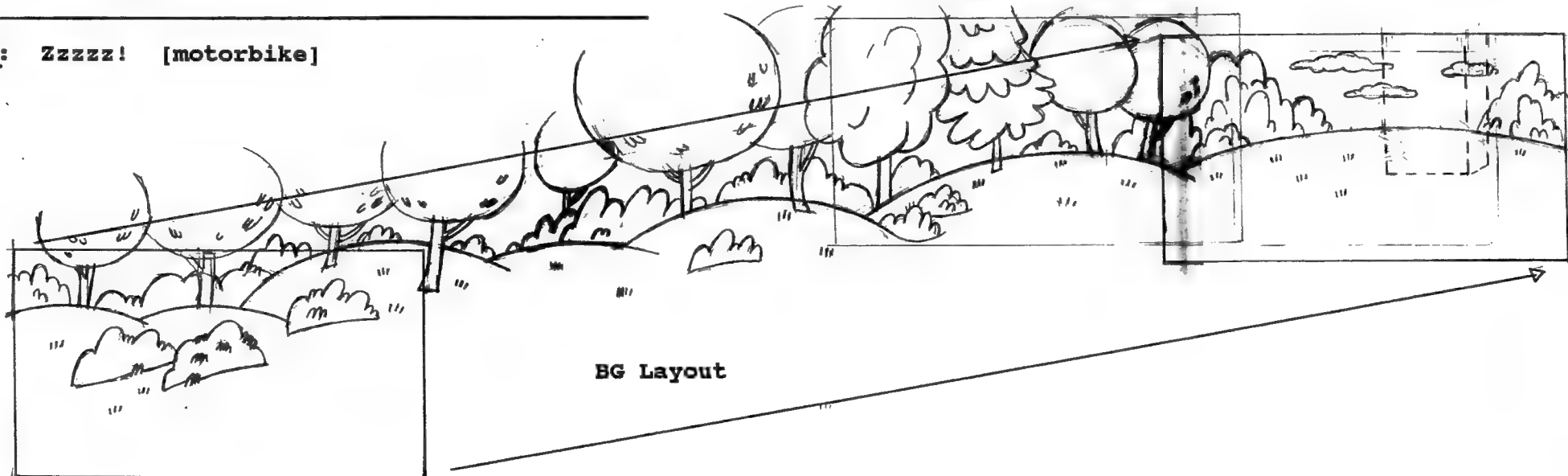


Dialog:

SFX: Zzzzz! [motorbike]

Action:

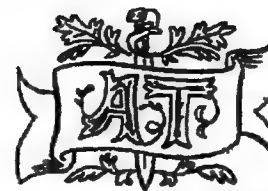
Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME



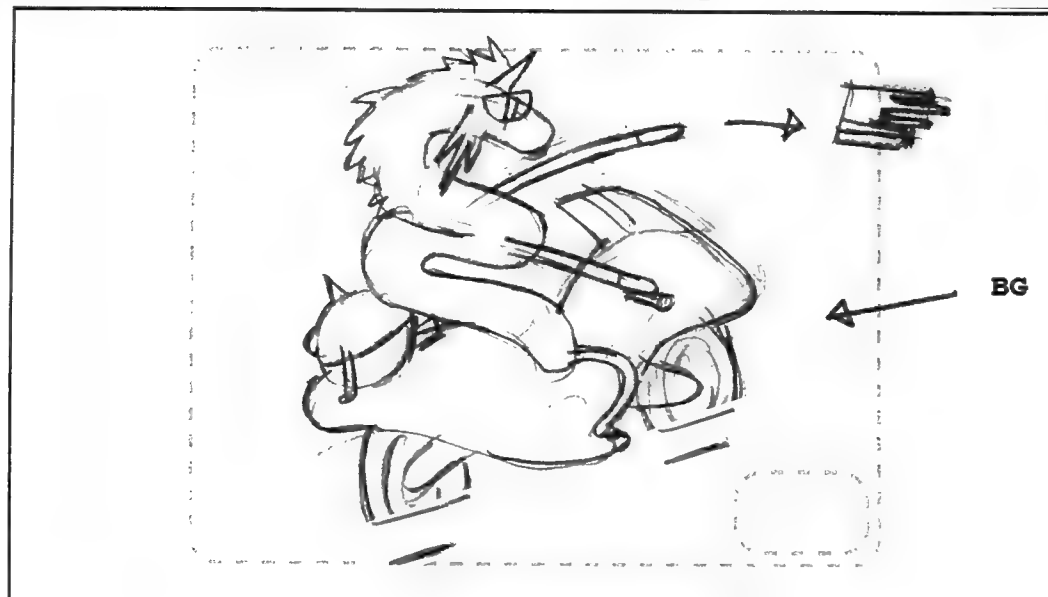
Page 161

Sc. 69

Pnl. C

Bg.

day night

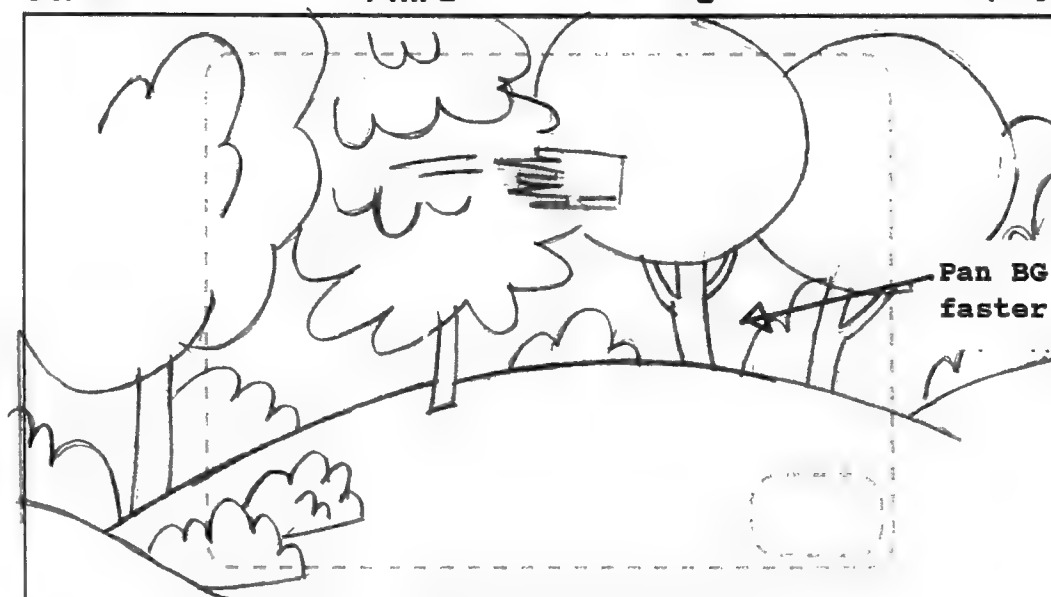


Sc. 69

Pnl. D

Bg.

day night



Dialog:

Action:

Lee throws crystal.

Pan with the crystal.

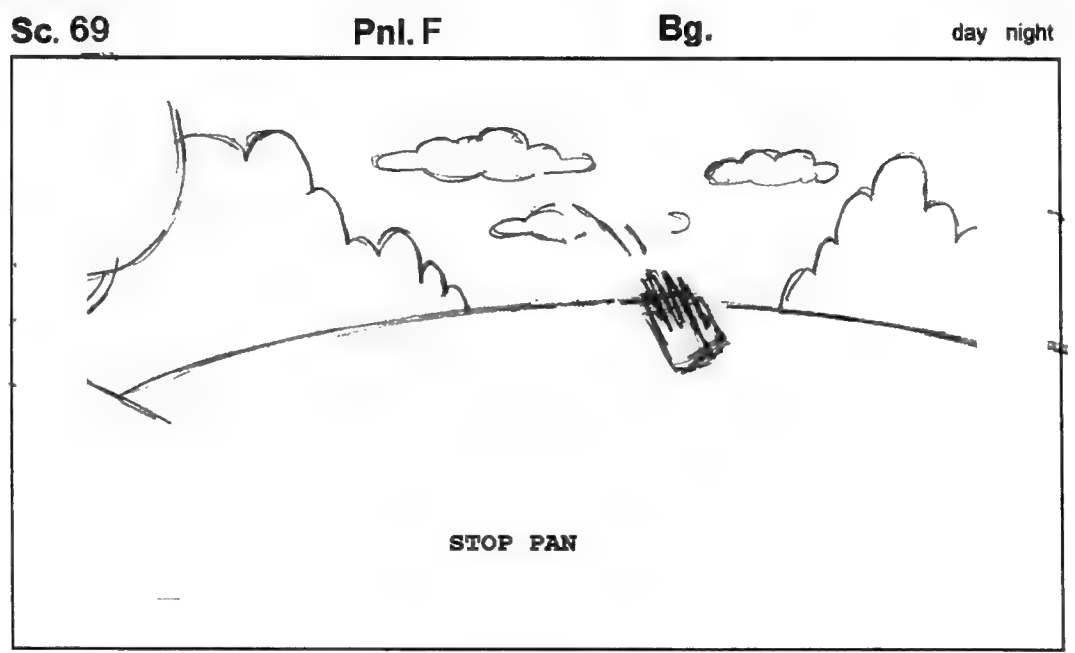
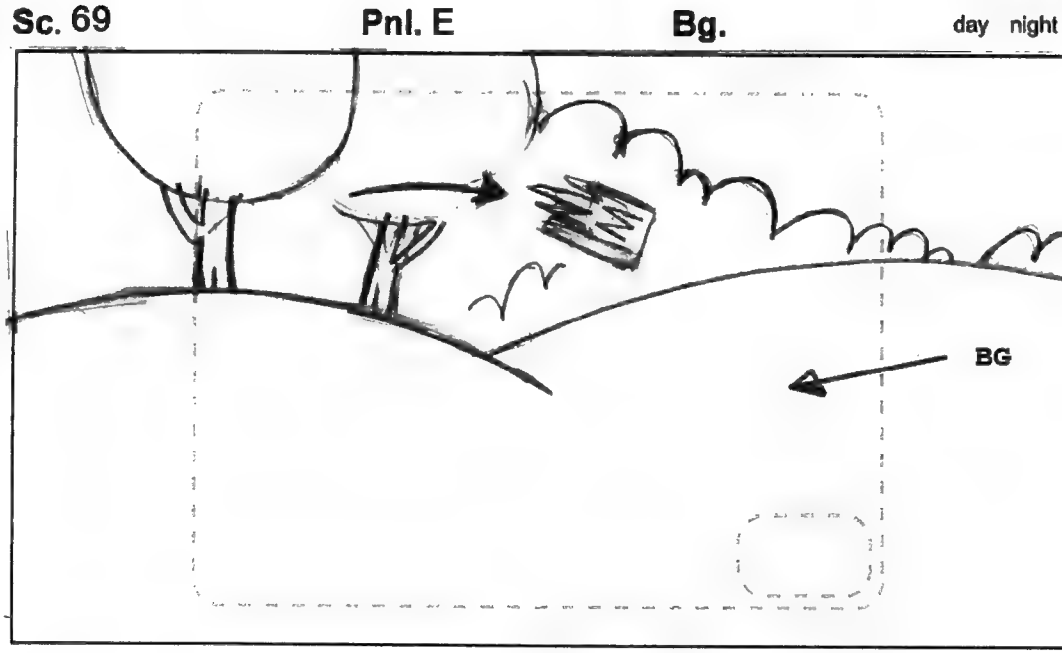
Timing:

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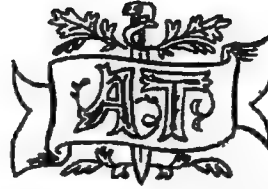
ADVENTURE TIME



Dialog:	
Action:	Stop pan, as the crystal hits the ground.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



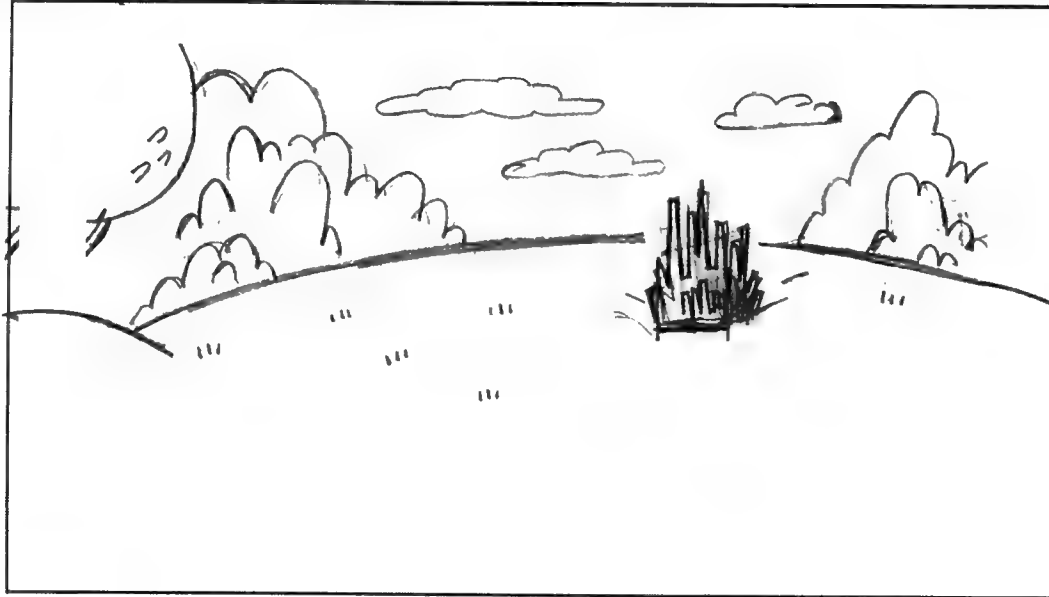
Page **163**

Sc. 69

Pnl. G

Bg.

day night

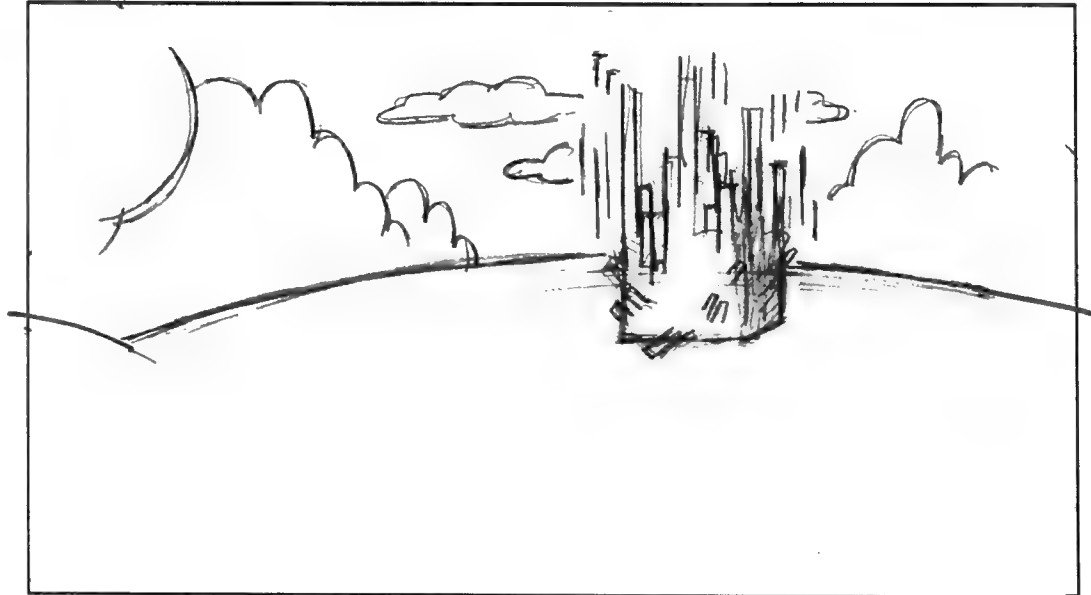


Sc. 69

Pnl. H

Bg.

day night



Dialog:

Sfx: * SHOOOM!! *

Action:

After the crystal hits the ground,
the crystal grows in size.

The crystal quickly becomes very big.

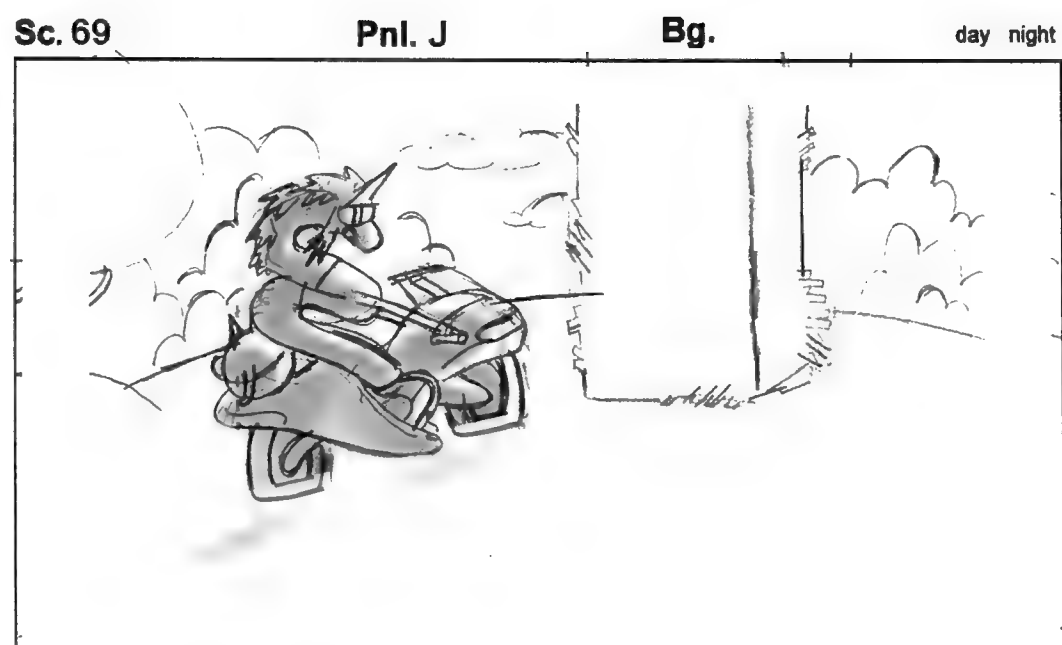
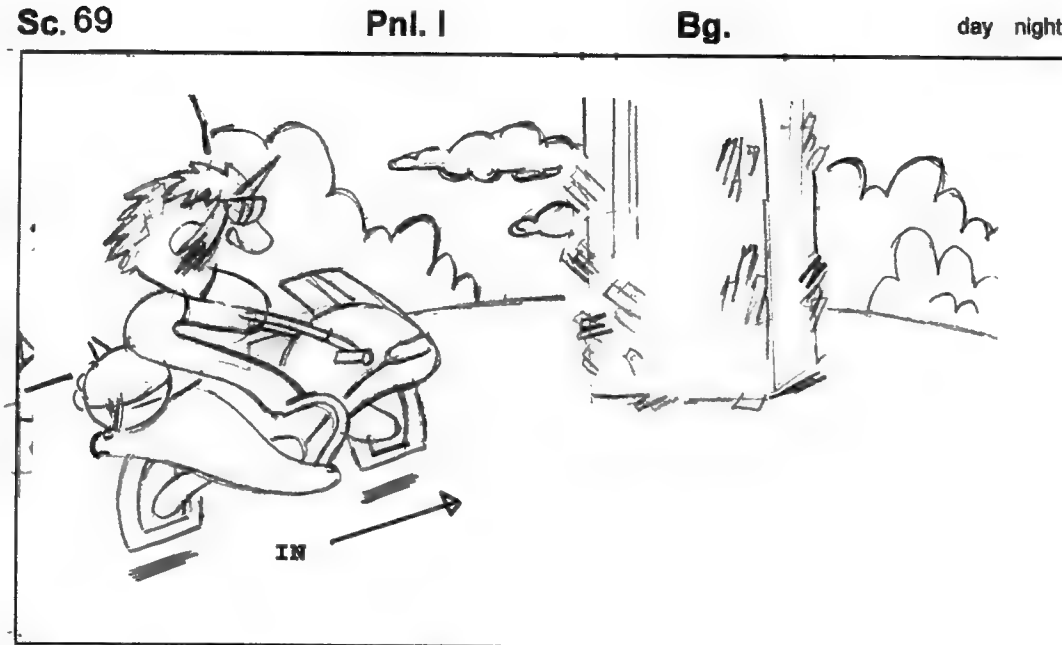
Timing:

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ADVENTURE TIME



Dialog:	
Action:	Motorbike enters scene.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



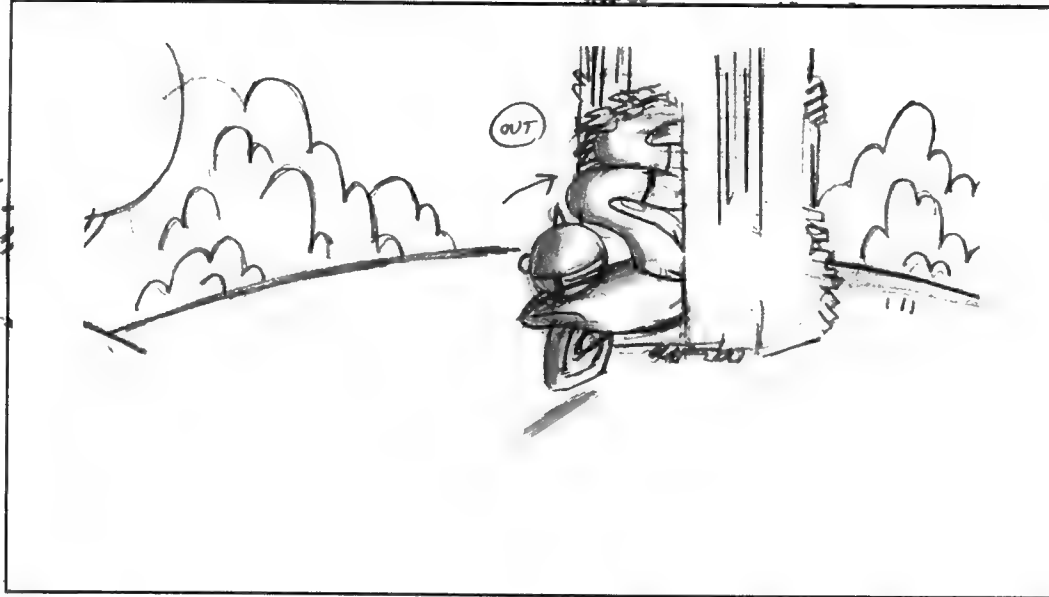
Page 165

Sc.69

Pnl. K

Bg.

day night



Sc.69

Pnl. L

Bg.

day night



Dialog:

SFX: * BWOOM,/*

Action:

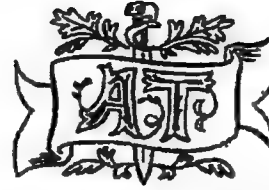
— Motorbike goes into the crystal.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



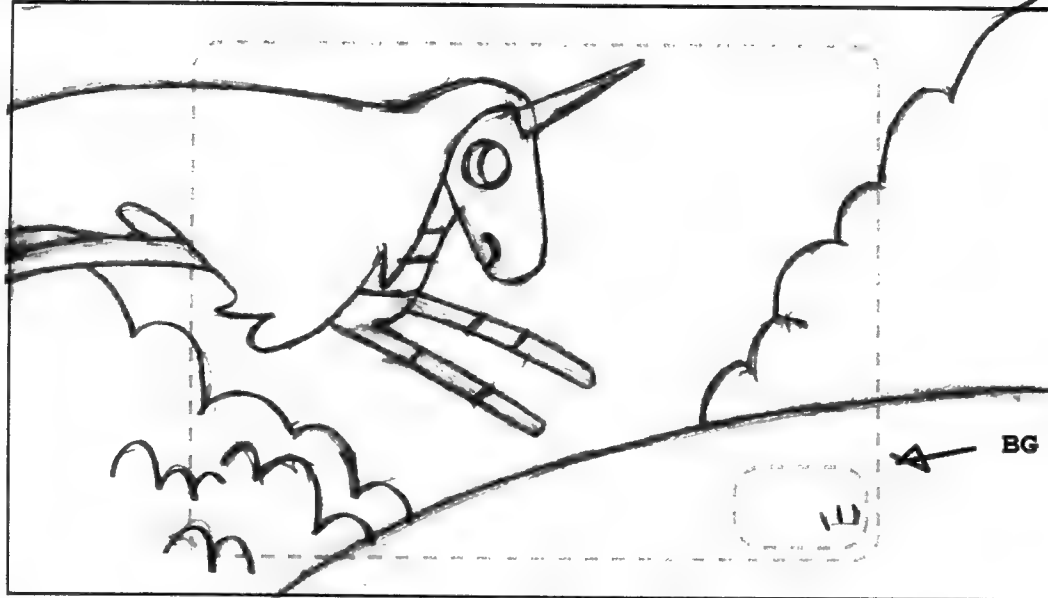
Page 166

Sc. 70

Pnl. A

Bg.

day night

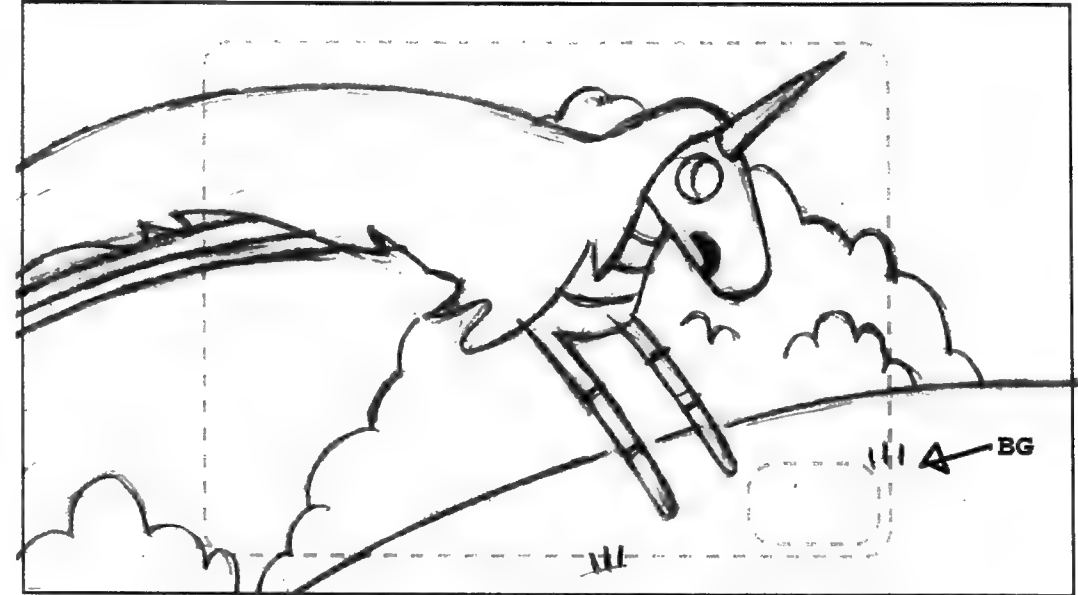


Sc. 70

Pnl. B

Bg.

day night



Dialog:

LR: TV!!

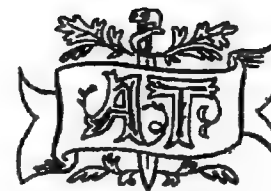
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

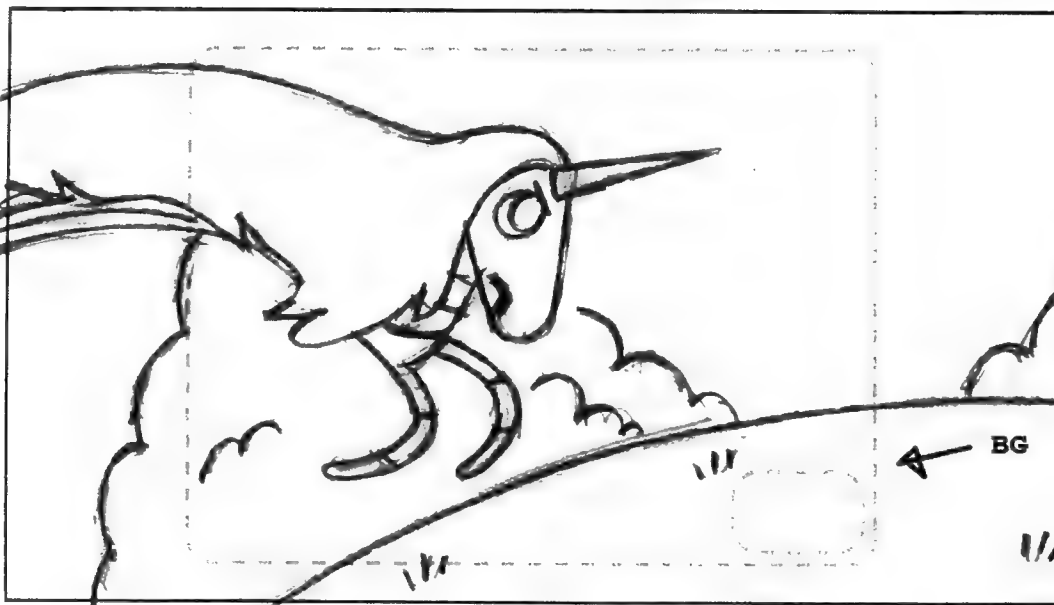


Sc. 70

Pnl. C

Bg.

day night

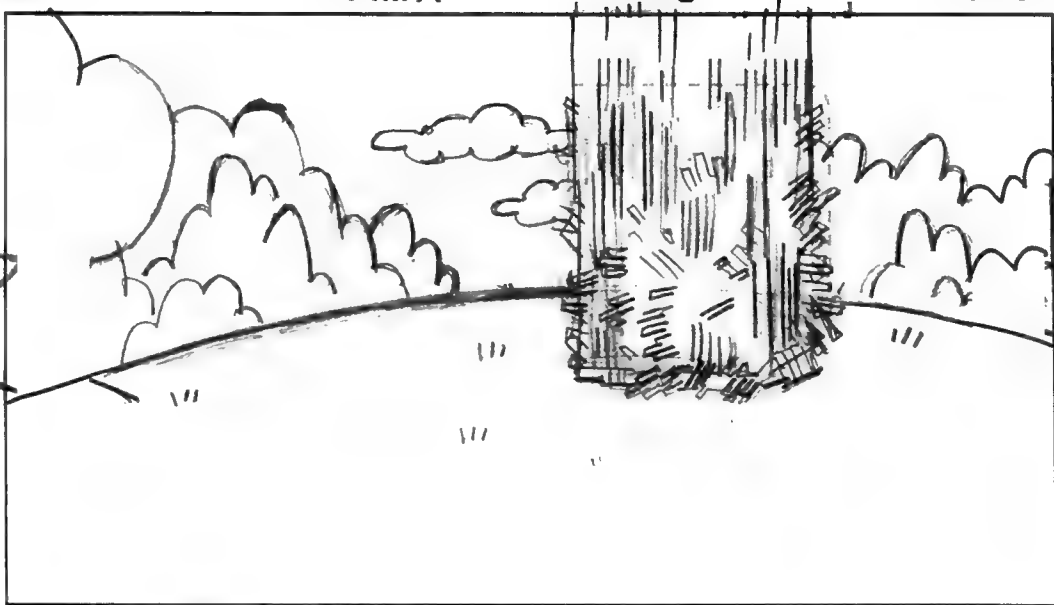


Sc. 71

Pnl. A

Bg.

day night



Dialog:
Action: On the big crystal.
Timing:

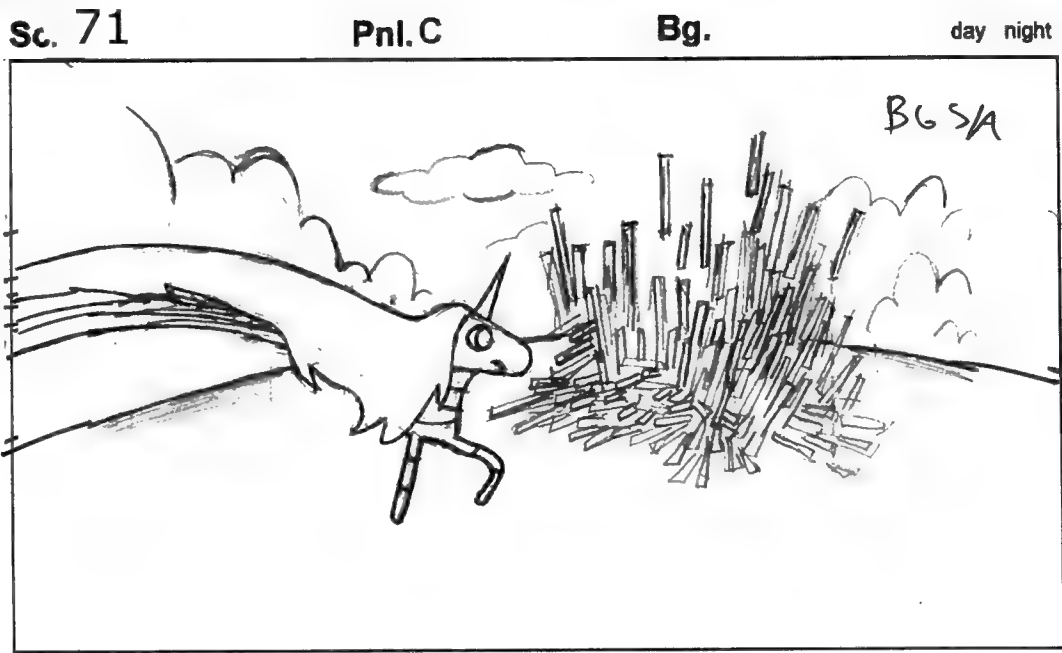
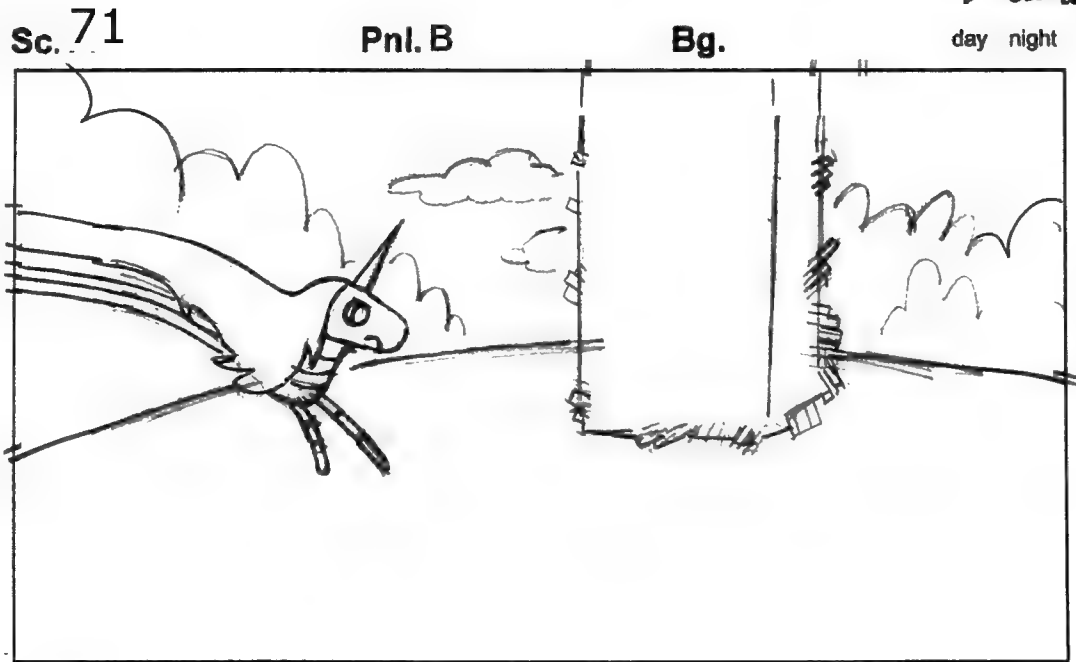
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ADVENTURE TIME

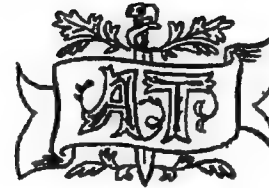


Dialog:		SFX: *SKSHH*	
Action:	LR enters.	- The big crystal shatters, just as LR GETS CLOSE.	
Timing:			

EPISODE # 1034-232

Production :

ADVENTURE TIME

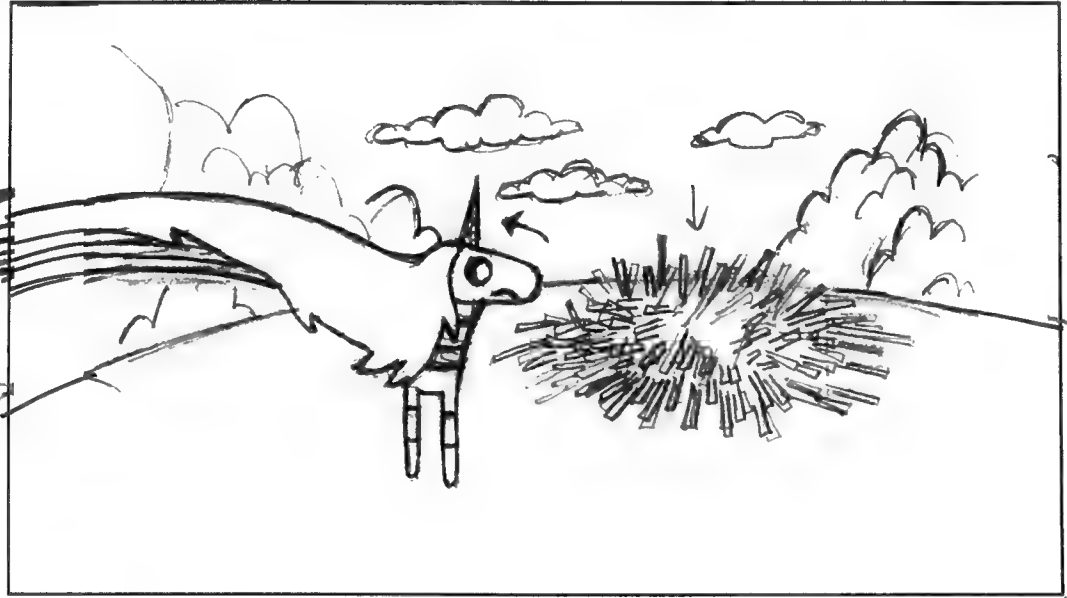


Sc. 71

Pnl. D

Bg.

day night



Sc. 71

Pnl. E

Bg.

day night



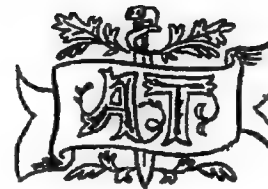
Dialog:	<u>LR</u> : Hmm.
Action:	
Timing:	

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Production :

ADVENTURE TIME



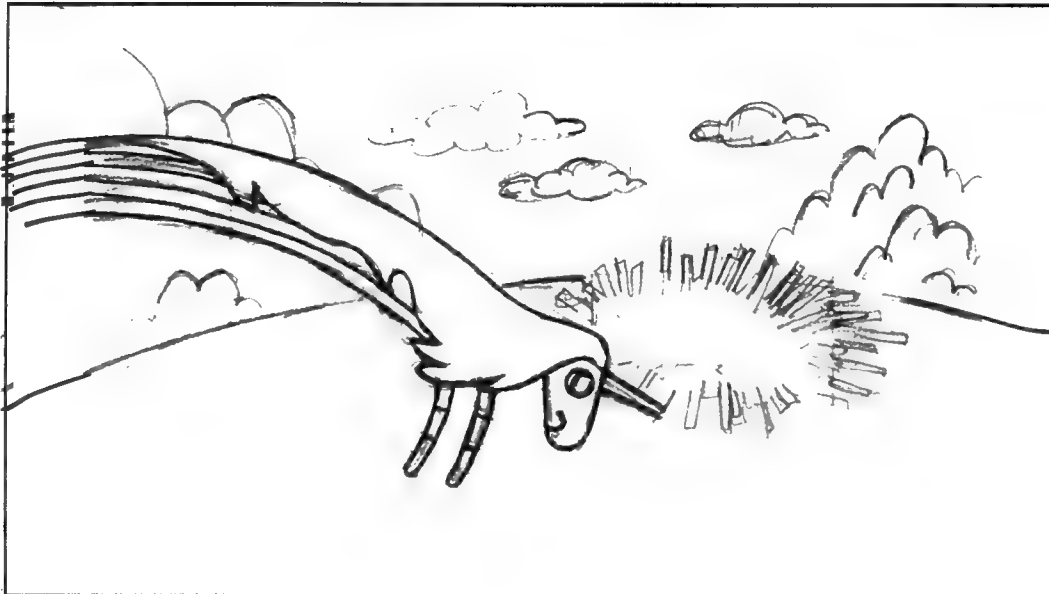
Page 170

Sc. 71

Pnl. F

Bg.

day night

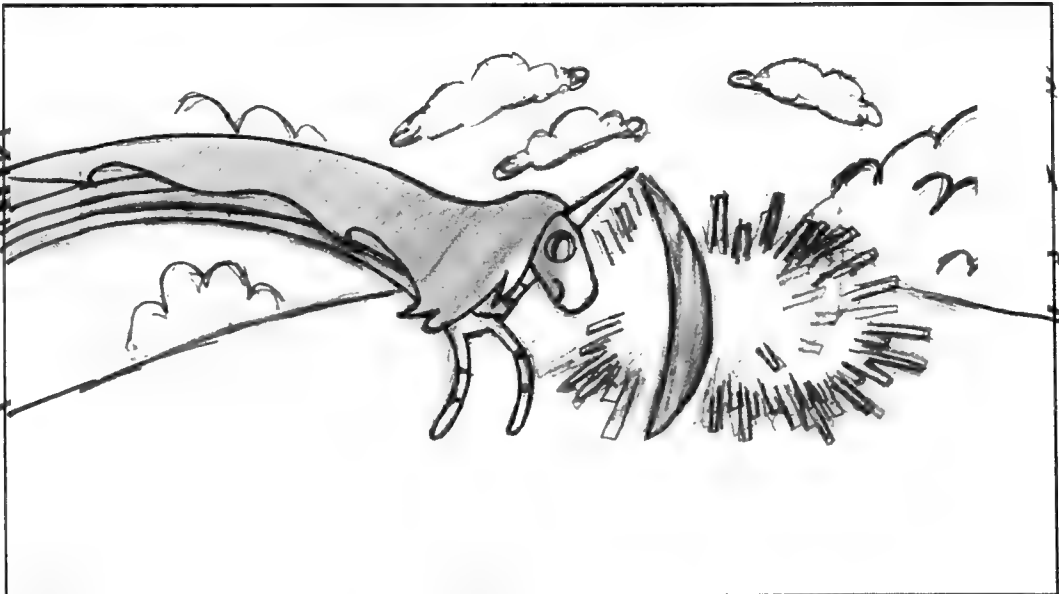


Sc. 71

Pnl. G

Bg.

day night



Dialog:

Sfx: * SHKK *

Sfx:

* SHRIPP *

Action:

-LR STABS HORN INTO MID-AIR.

LR slices a hole in the BG. (The whole BG gets skewed.)

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



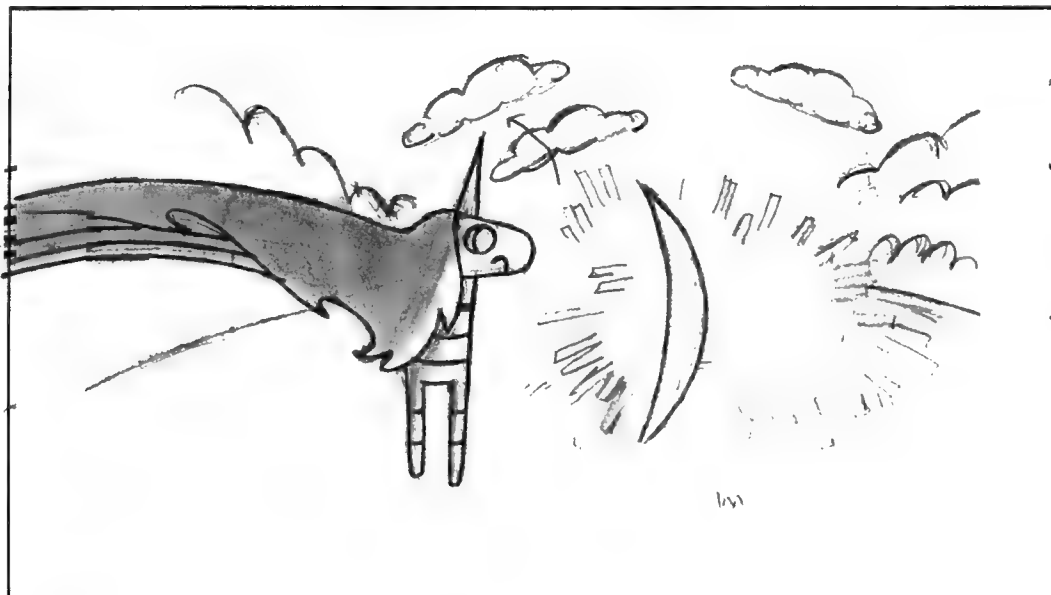
Page 176

Sc. 71

Pnl. H

Bg.

day night

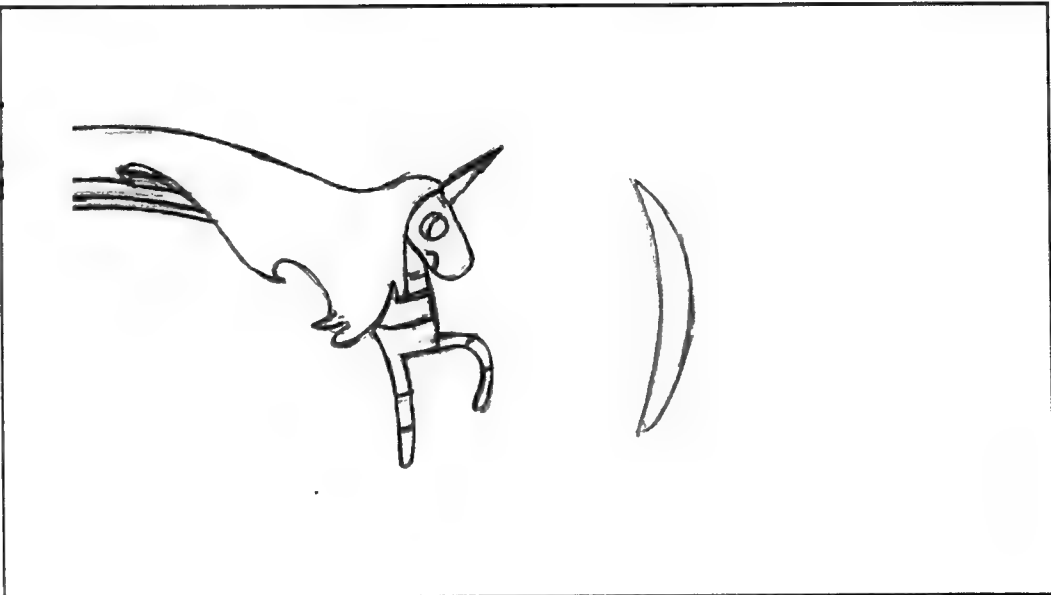


Sc. 71

Pnl. I

Bg.

day night



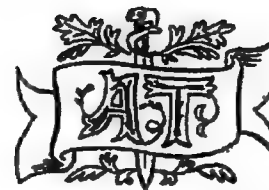
Dialog:
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



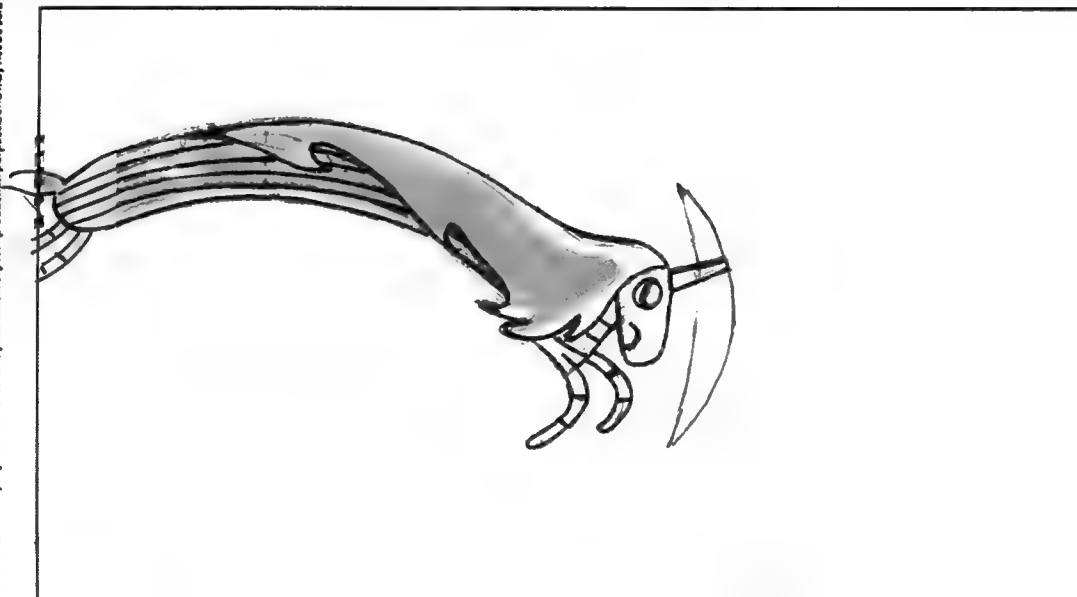
Page 172

Sc. 71

Pnl. J

Bg.

day night

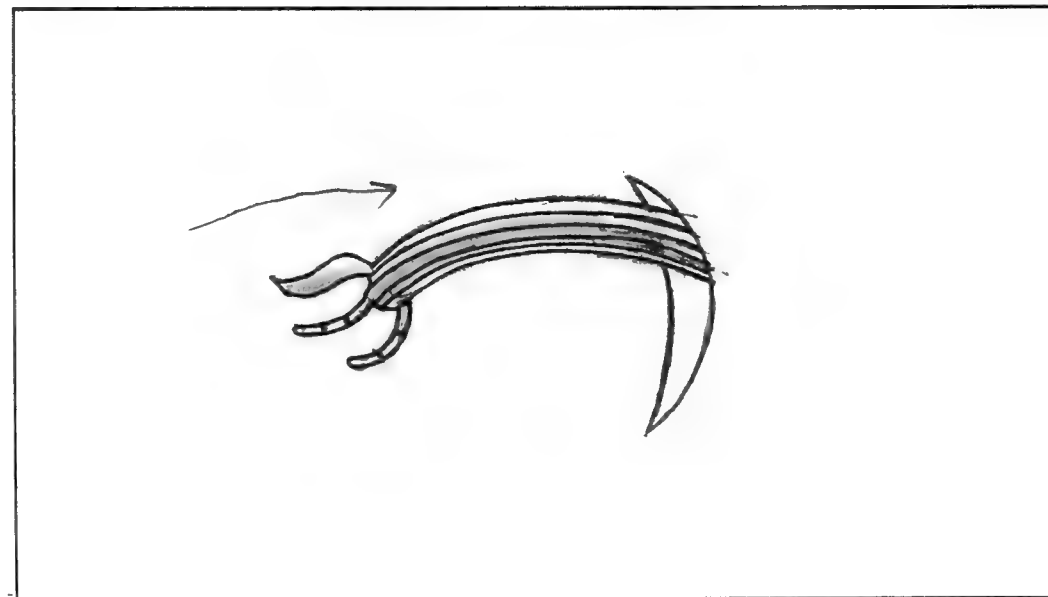


Sc. 71

Pnl. K

Bg.

day night



Dialog:

Action: - LR jumps into the hole.

-LR FLIES THROUGH HOLE

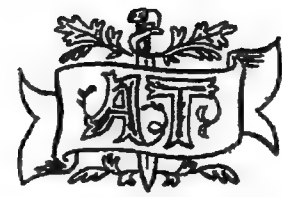
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



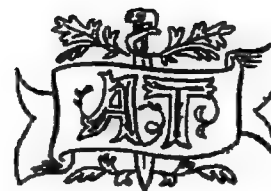
Sc. 71	Pnl. L	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	
Action:	- LR FLIES OFF/S. - Inside crystal. (Oops this should not be re-use BG but should be more like a shattered version. 'Cause the outside is shattered.)
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



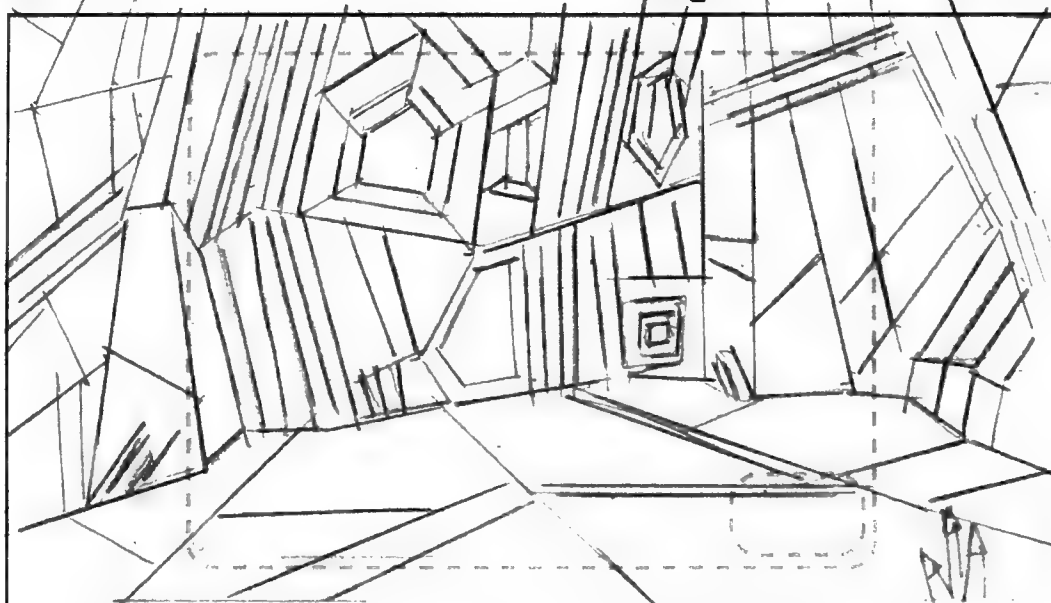
Page 174

Sc. 72

Pnl. A

Bg.

day night

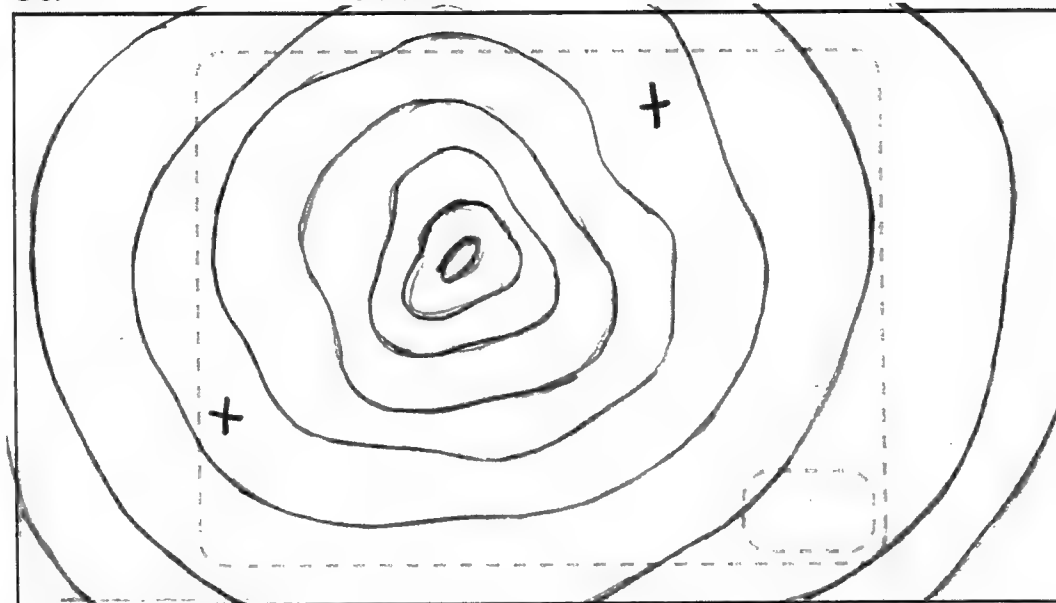


Sc. 72

Pnl. B

Bg.

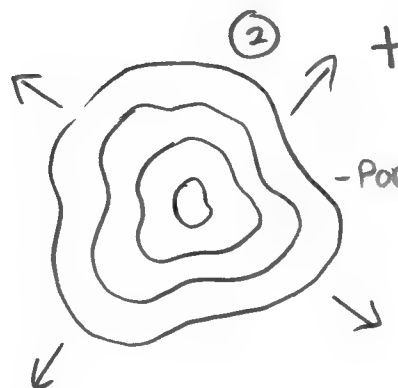
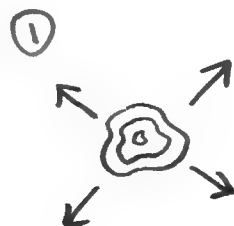
day night



Dialog:

Action: - Inside the big crystal.

Timing:



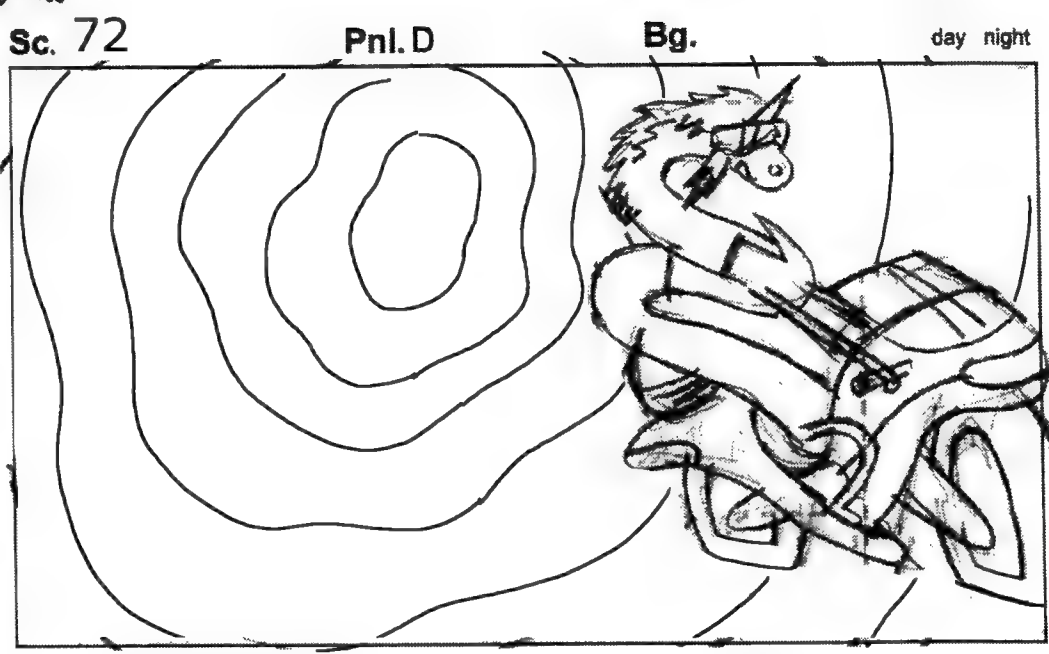
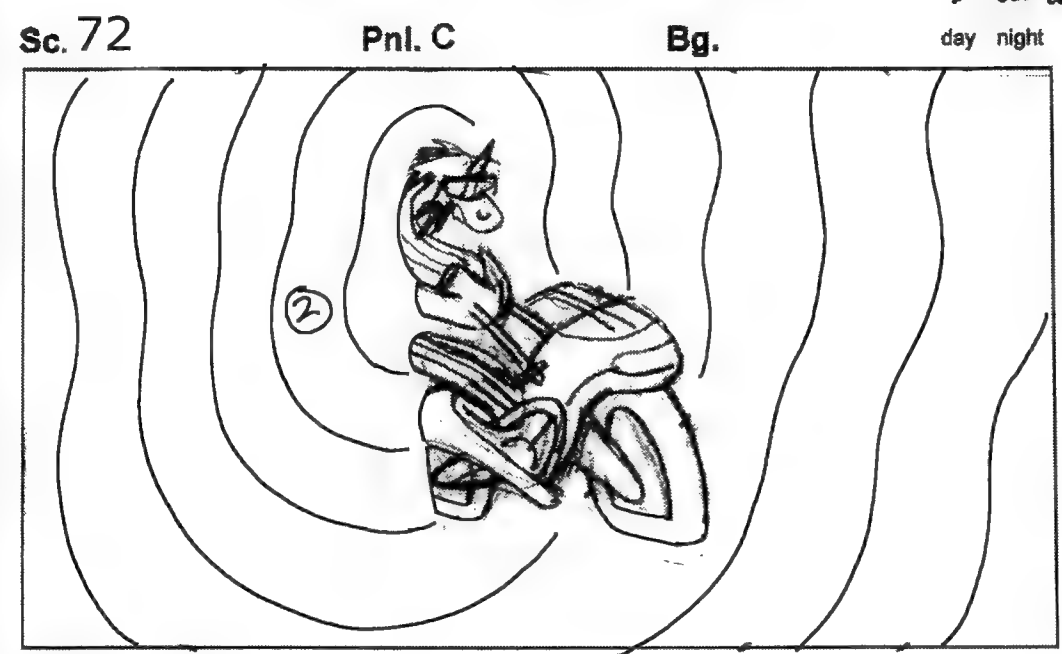
- FX as motorbike enters the big crystal.

- PORTAL OPENS IN CRYSTAL.

EPISODE # 1034-232

Production :

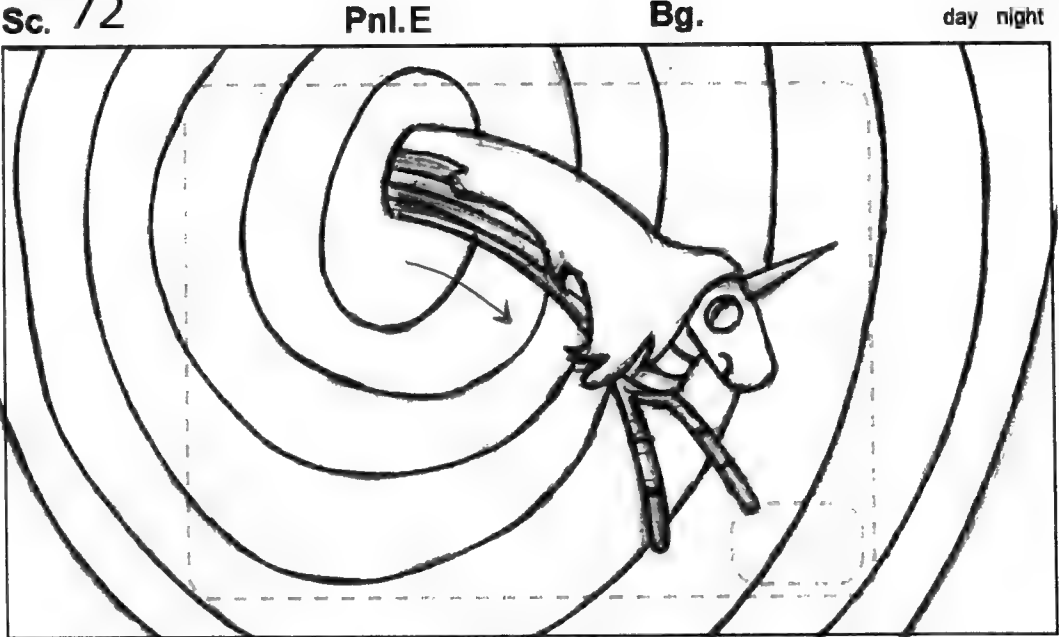
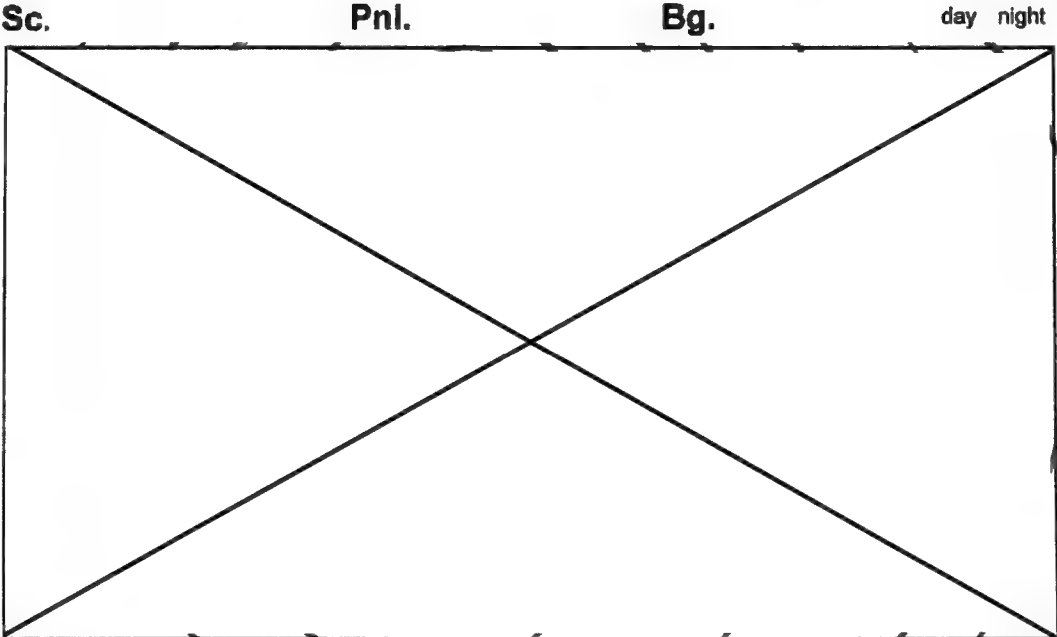
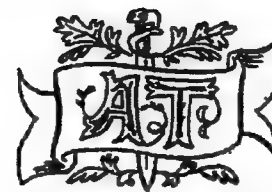
ADVENTURE TIME



Dialog:		
Action: Motorbike enters the big crystal.		
Timing:		

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ADVENTURE TIME



Dialog:
Action:
Timing:

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EPISODE # 1034-232
Production :

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ADVENTURE TIME

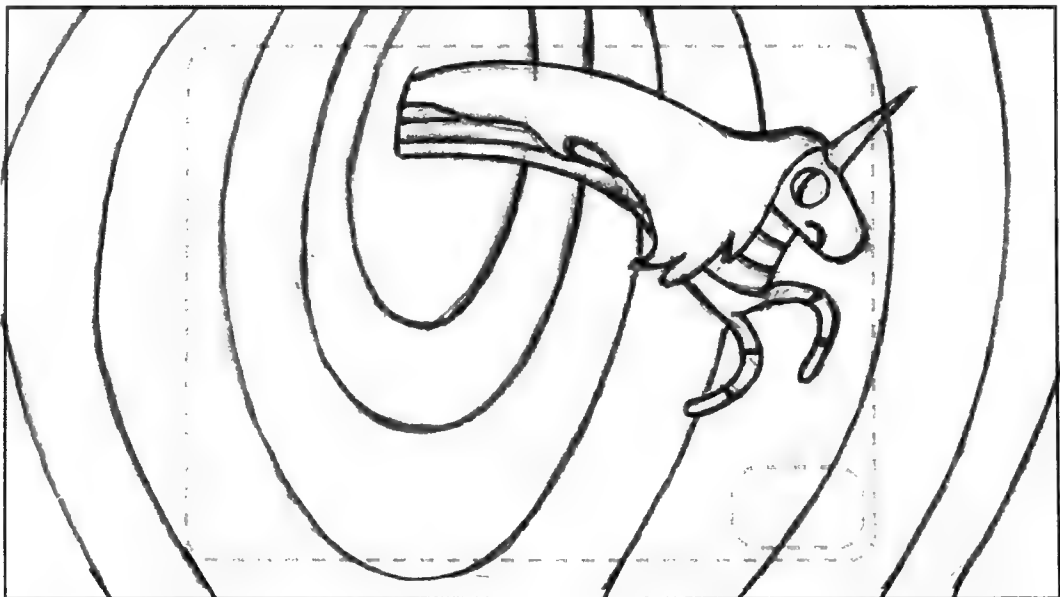


Sc. 72

Pnl. F

Bg.

day night

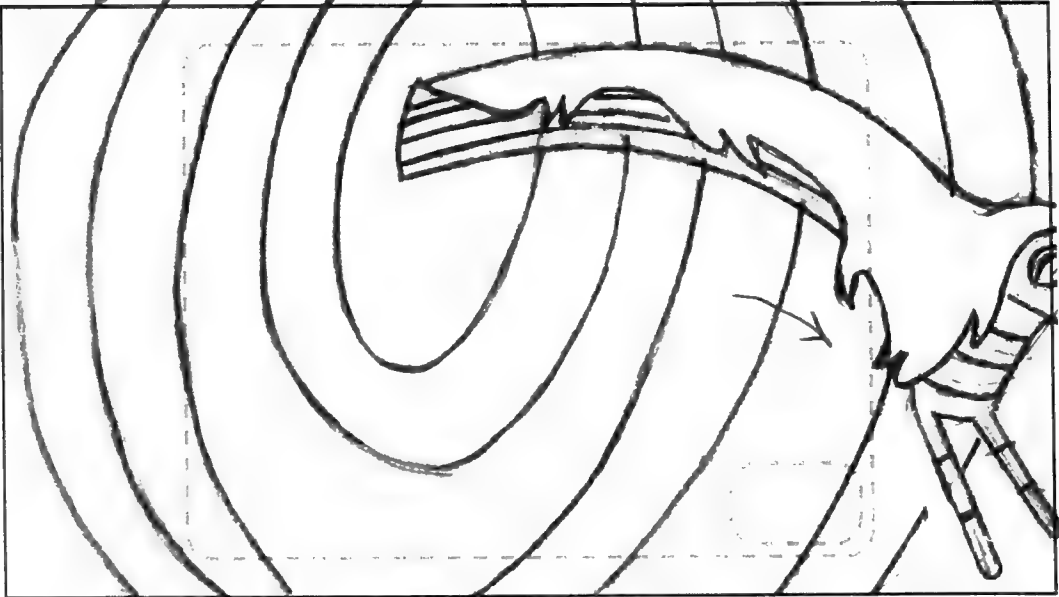


Sc. 72

Pnl. G

Bg.

day night

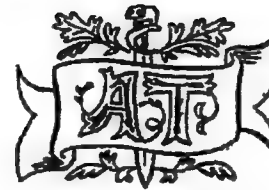


Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

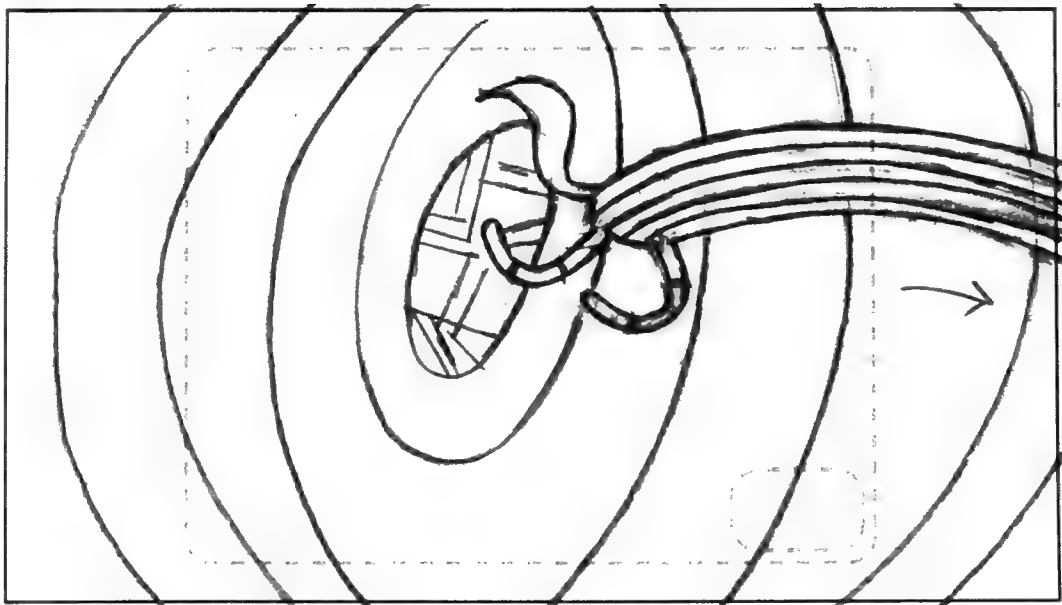


Sc. 72

Pnl. H

Bg.

day night

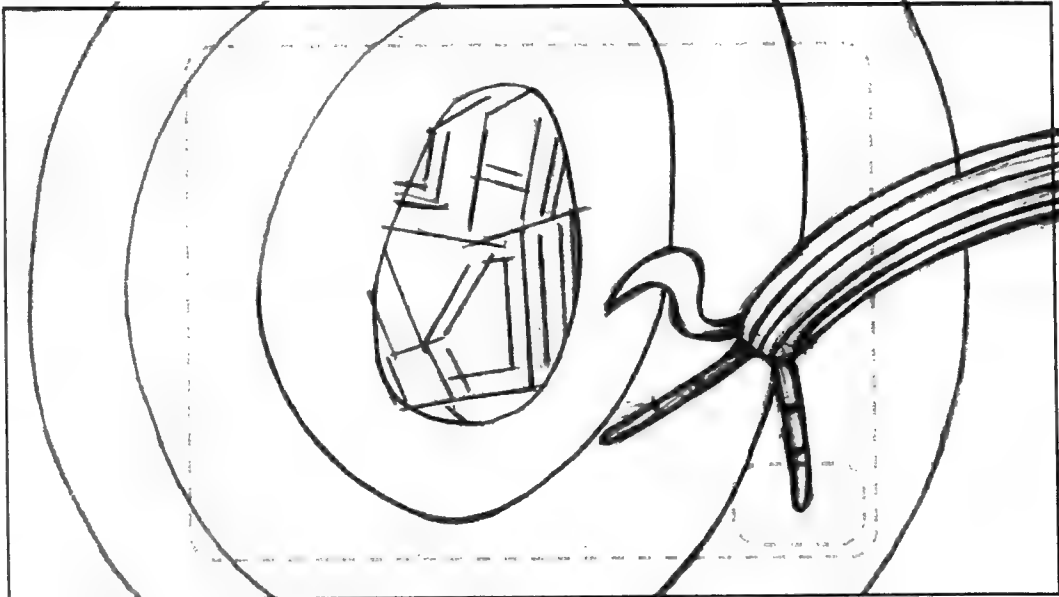


Sc. 72

Pnl. I

Bg.

day night



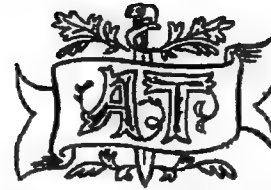
Dialog:
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME

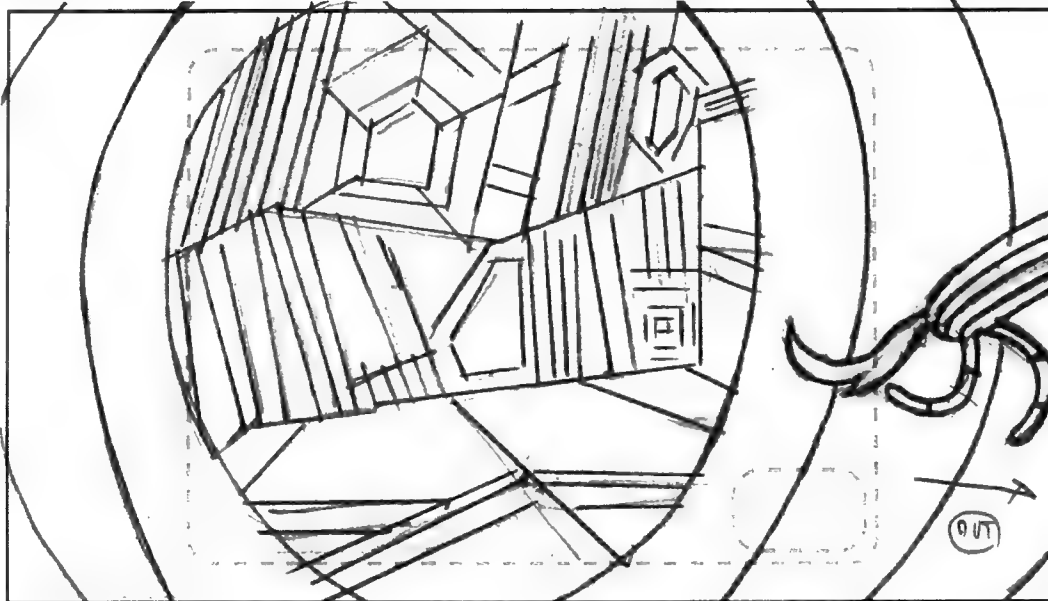


Sc. 72

Pnl. J

Bg.

day night

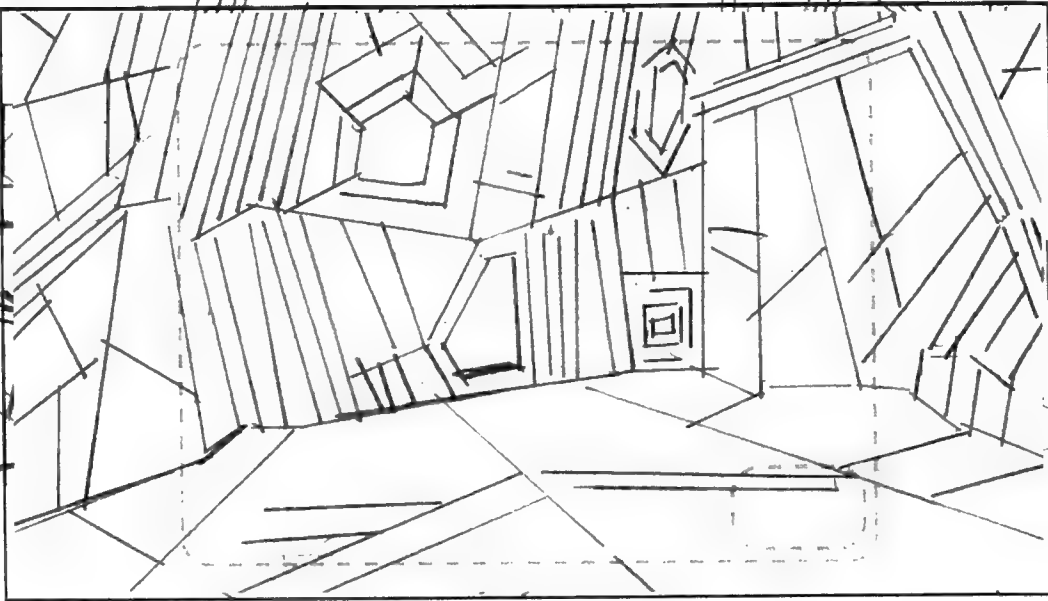


Sc. 72

Pnl. K

Bg.

day night



Dialog:

Action:

- PORTAL DISSIPATES

Another angle inside the crystal. (Also this BG should not be re-use but should be a more shattered version. With maybe the door on the right still intact.)

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

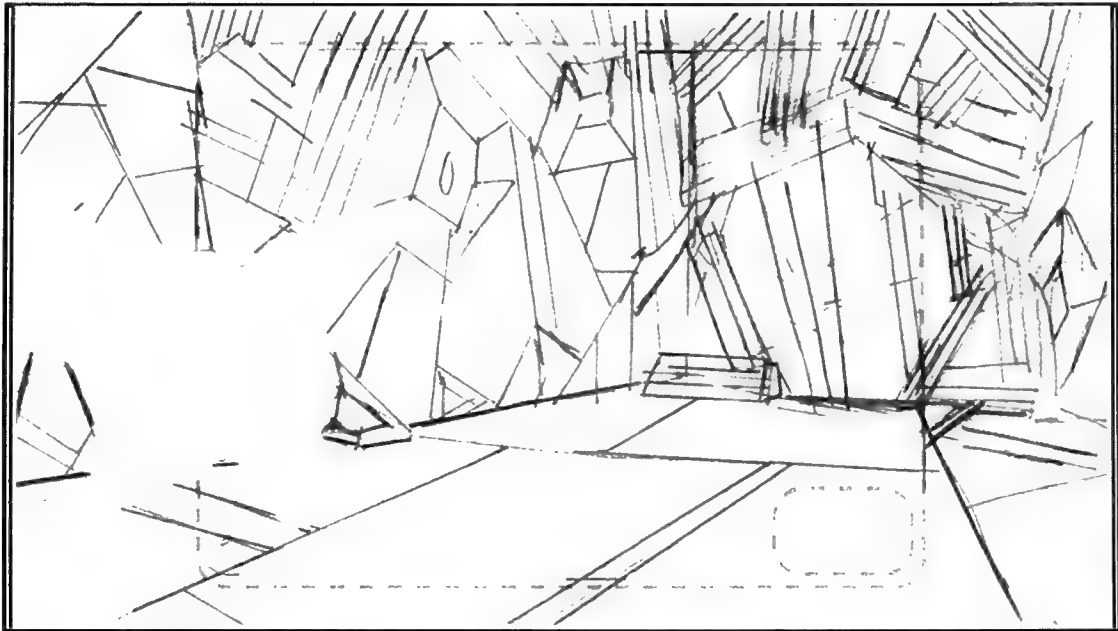


Sc. 73

Pnl. A

Bg.

day night

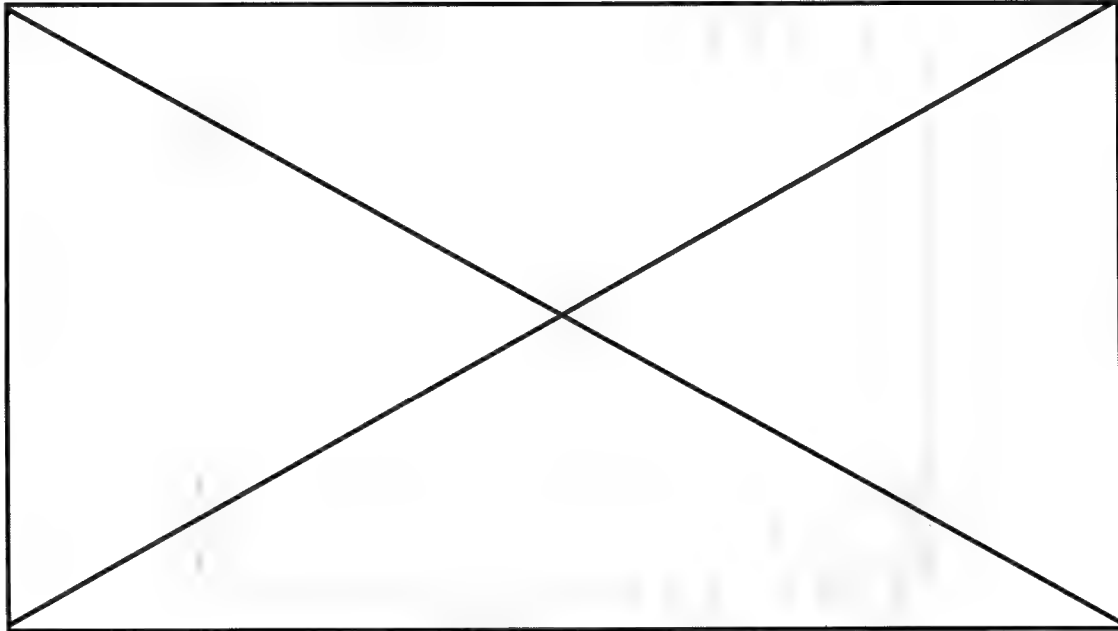


Sc.

Pnl.

Bg.

day night



Dialog:
Action:
Timing:

EPISODE # 1034-232

Production:

ADVENTURE TIME



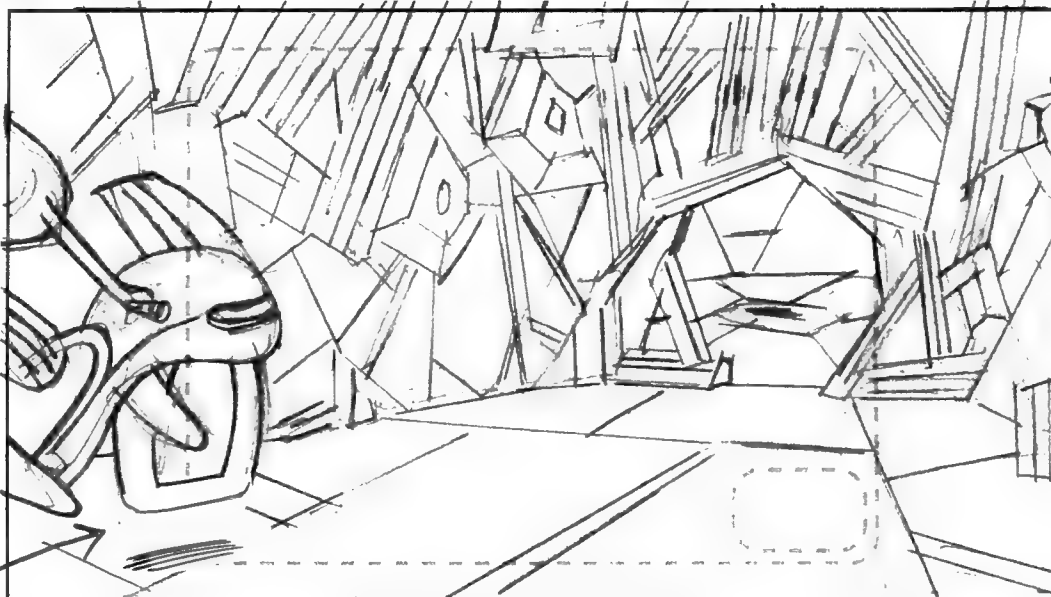
Page 181

Sc. 73

Pnl. B

Bg.

day night

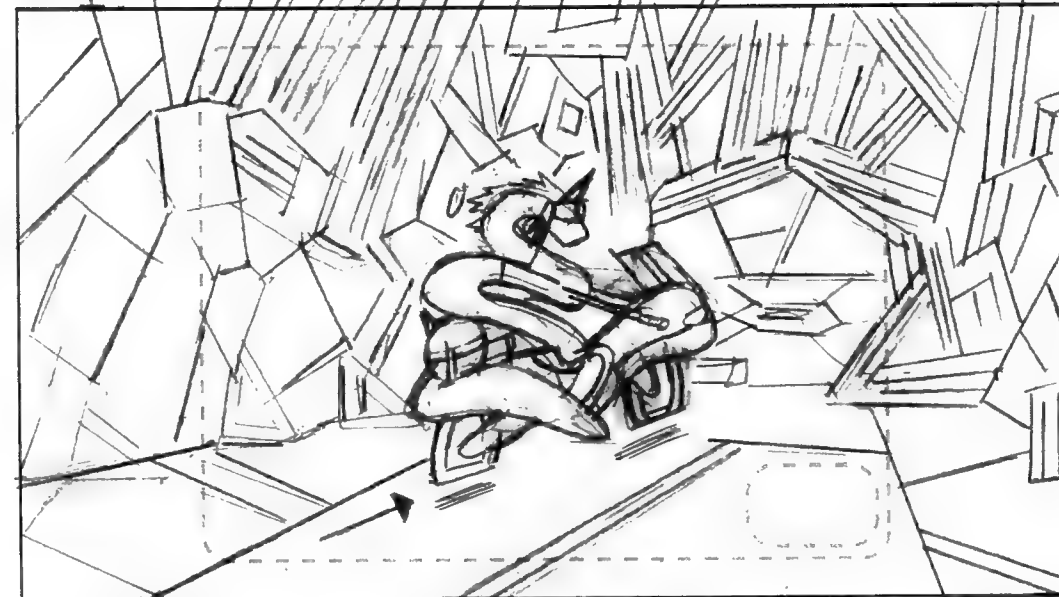


Sc. 73

Pnl. C

Bg.

day night



Dialog:

SFX: * VRRRRR *

Action:

Another angle on the room inside the big crystal. Motorbike enters.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg.184

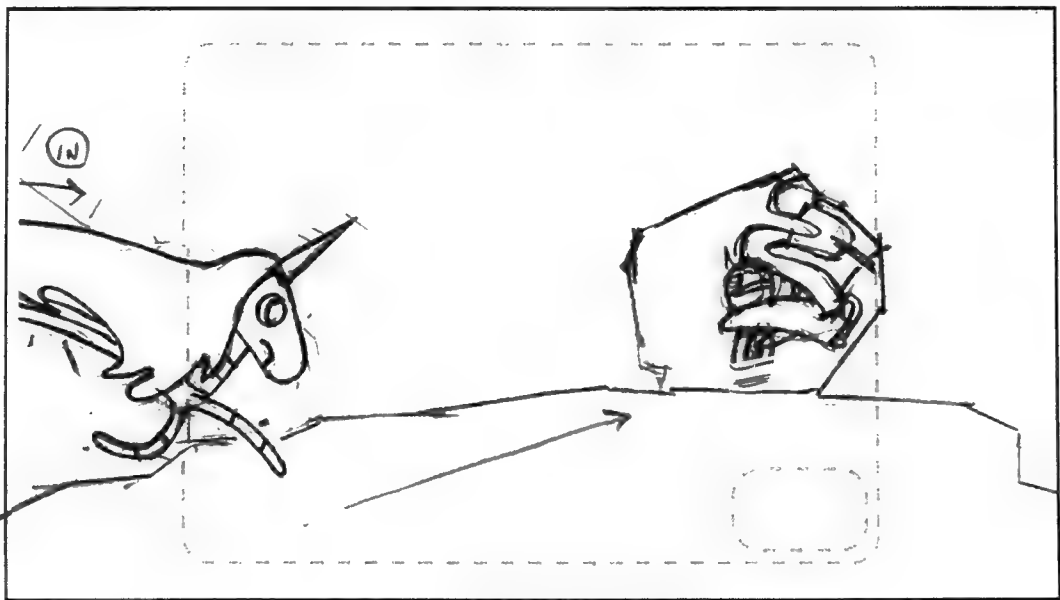
Page 182

Sc. 73

Pnl. D

Bg.

day night

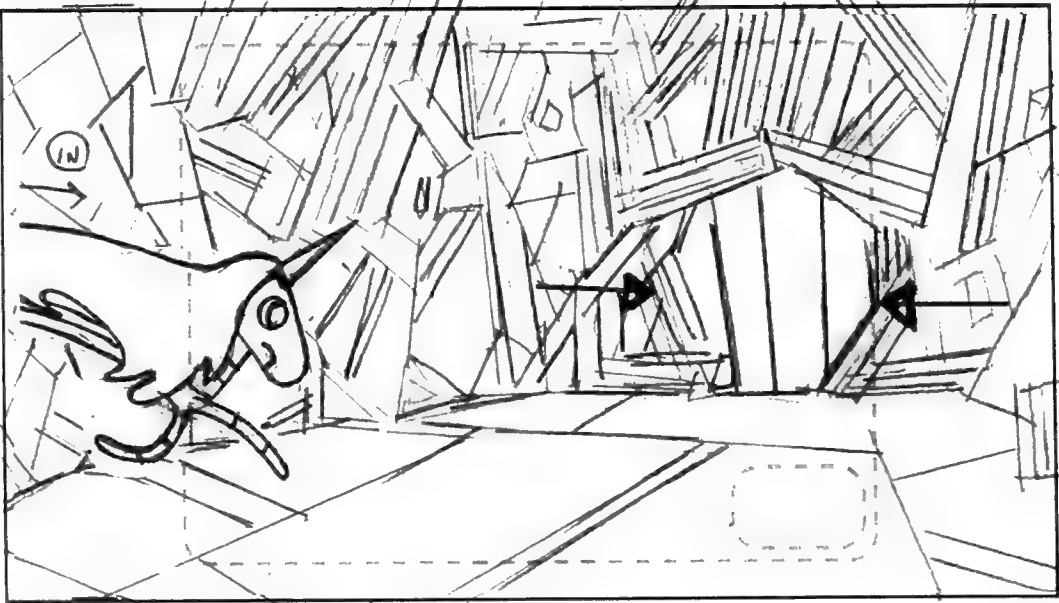


Sc. 73

Pnl. E

Bg.

day night



Dialog:

sfx:

* THOOM *

Action:

Motorbike enters another room.

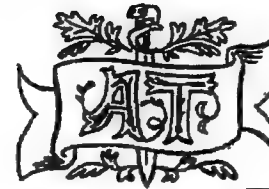
The wall closes behind the motorbike.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev. Pg182

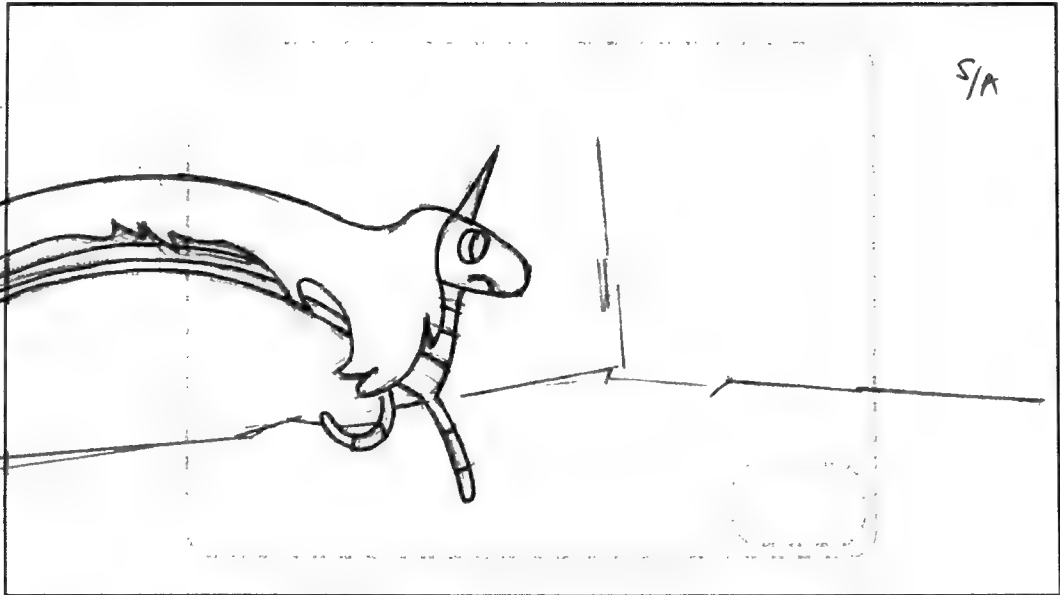
Page 184

Sc. 73

Pnl. F

Bg.

day night

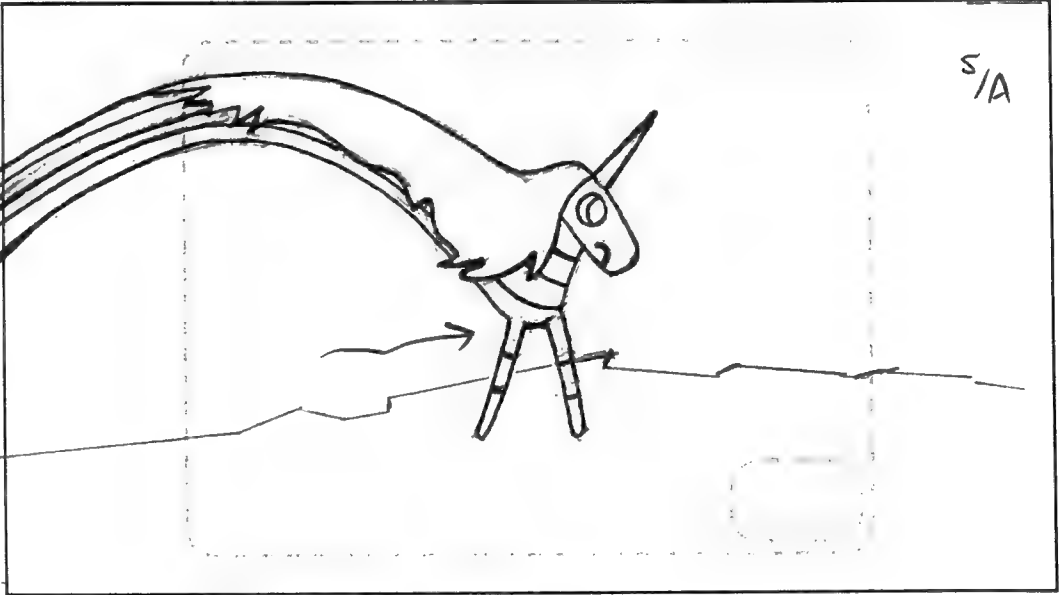


Sc. 73

Pnl. G

Bg.

day night



Dialog:
Action: - LR APPROACHES CLOSED DOOR,
Timing:

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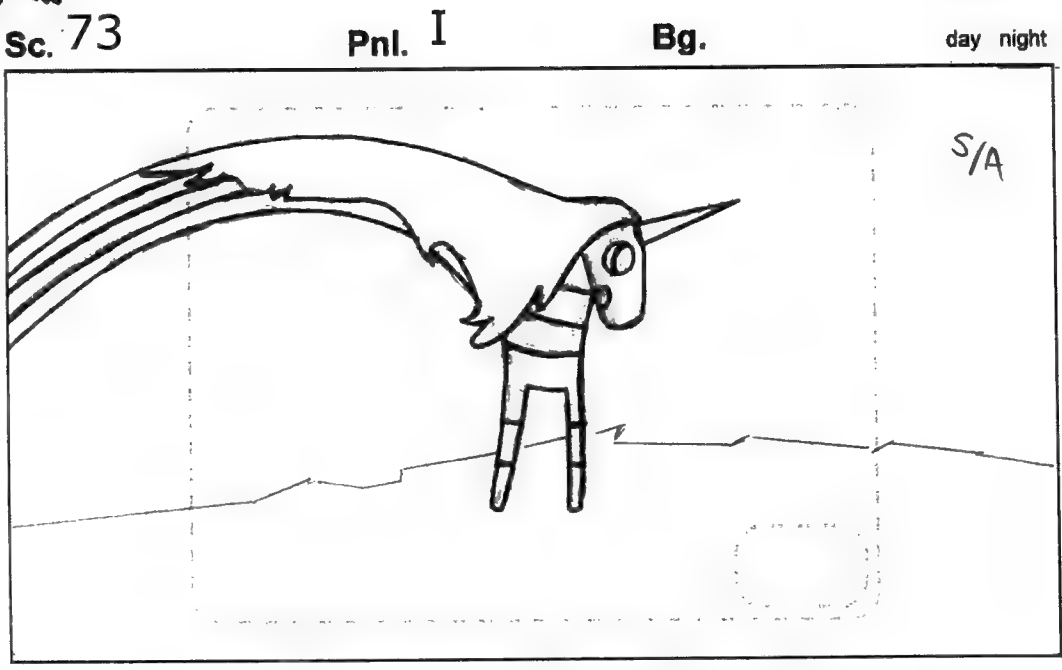
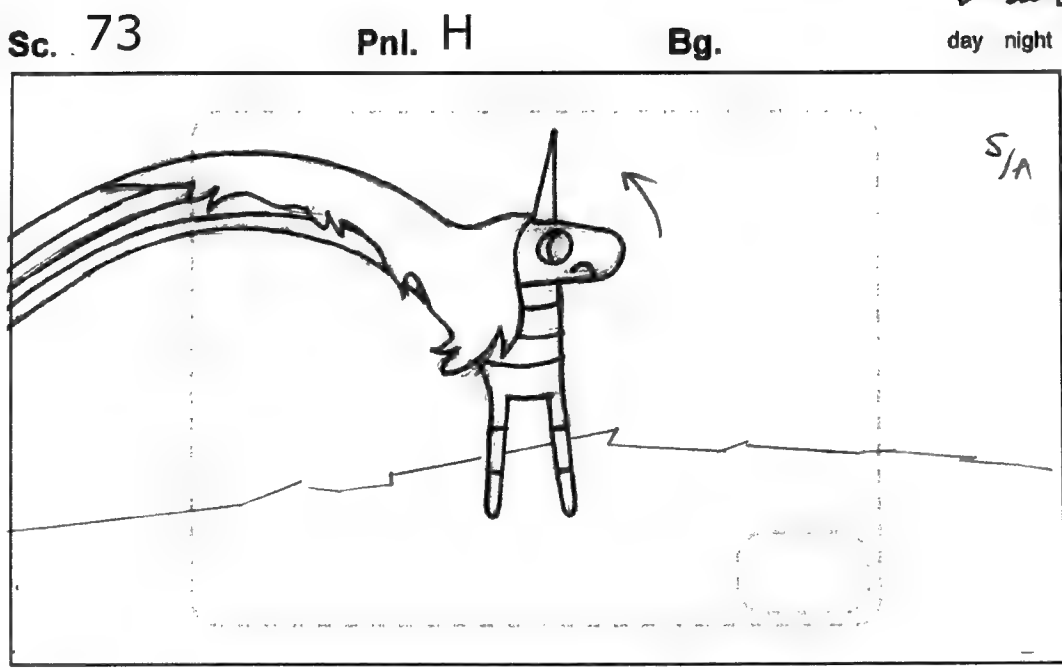
EPISODE # 1034-232

Production :

ADVENTURE TIME



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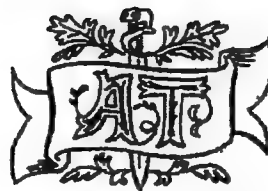


Dialog:
Action:
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



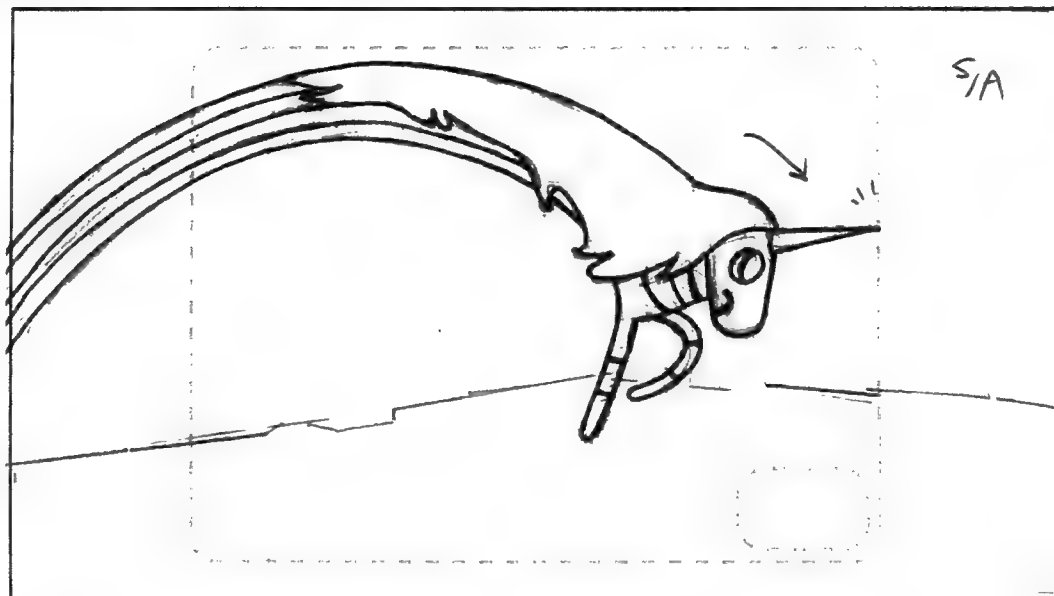
Page 186

Sc. 73

Pnl. J

Bg.

day night

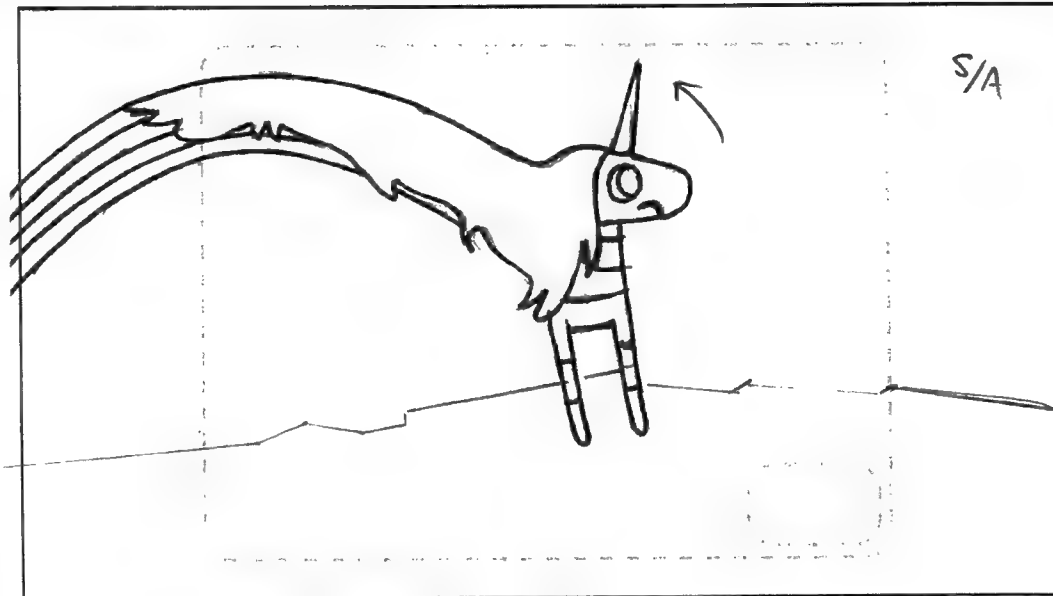


Sc. 73

Pnl. K

Bg.

day night



Dialog:

SFX: Tonk! [horn hits crystal door]

Action:

LR hits the crystal door with her horn.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

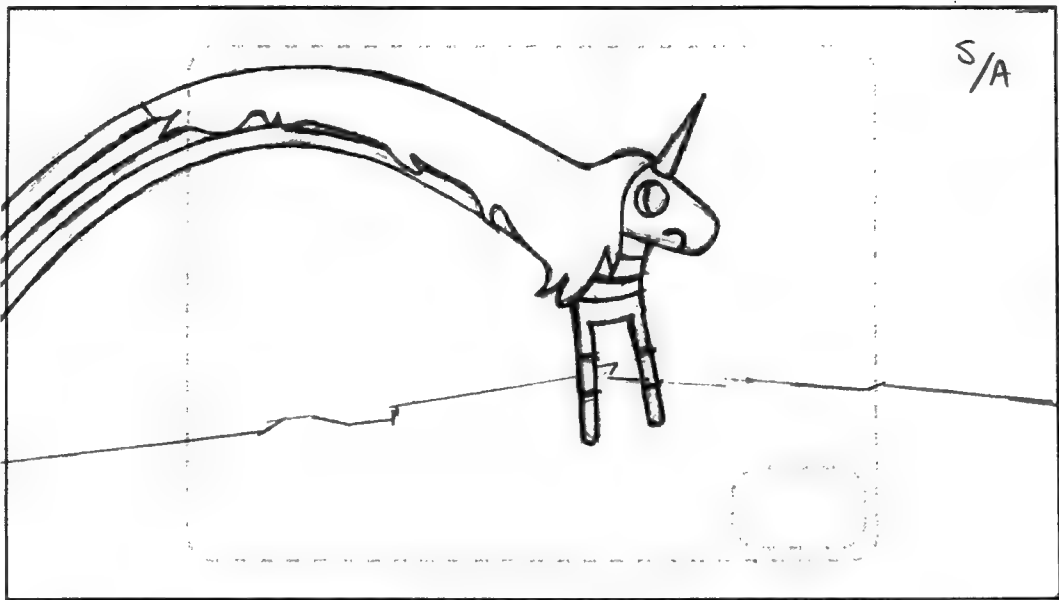


Sc. 73

Pnl. L

Bg.

day night

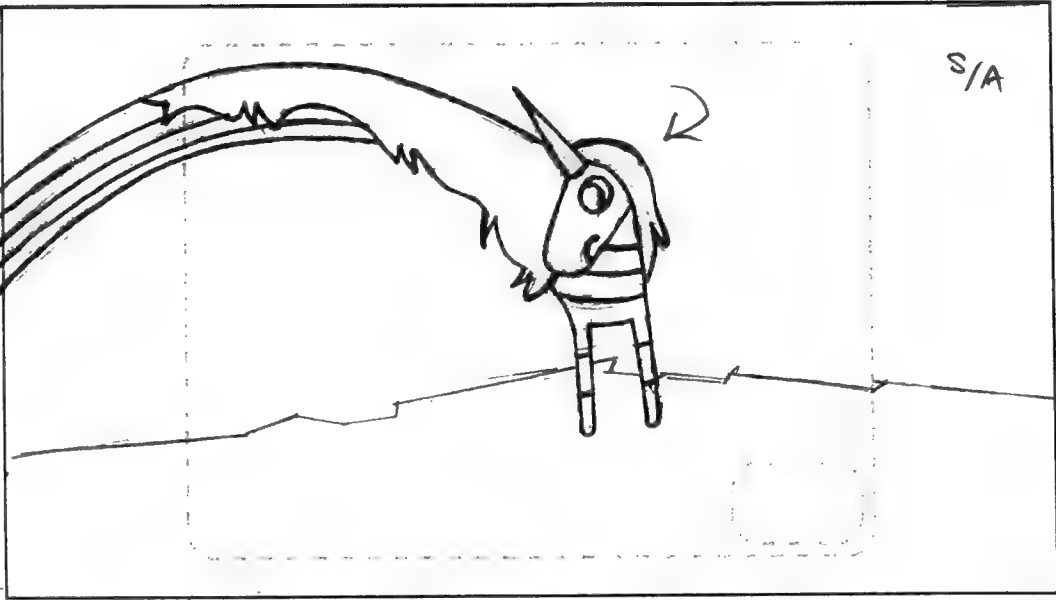


Sc. 73

Pnl. M

Bg.

day night



Dialog:

Action:

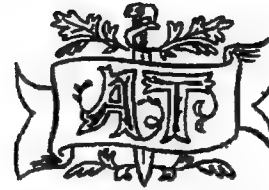
-LR LOOKS AROUND.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



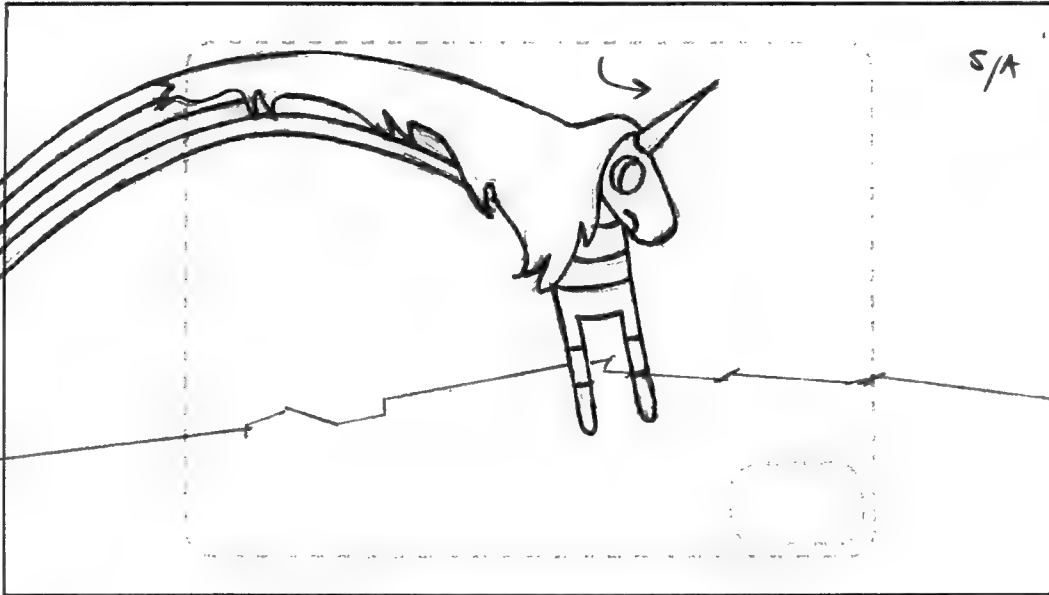
Page 188

Sc. 73

Pnl. N

Bg.

day night

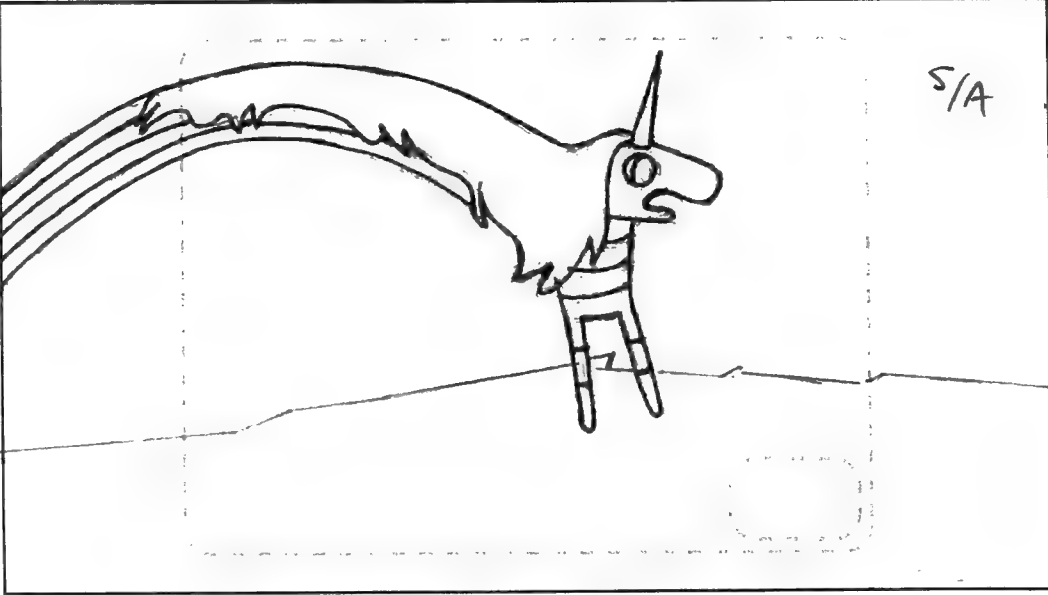


Sc. 73

Pnl. O

Bg.

day night



Dialog:

LR: TV!!!

Action:

Timing:

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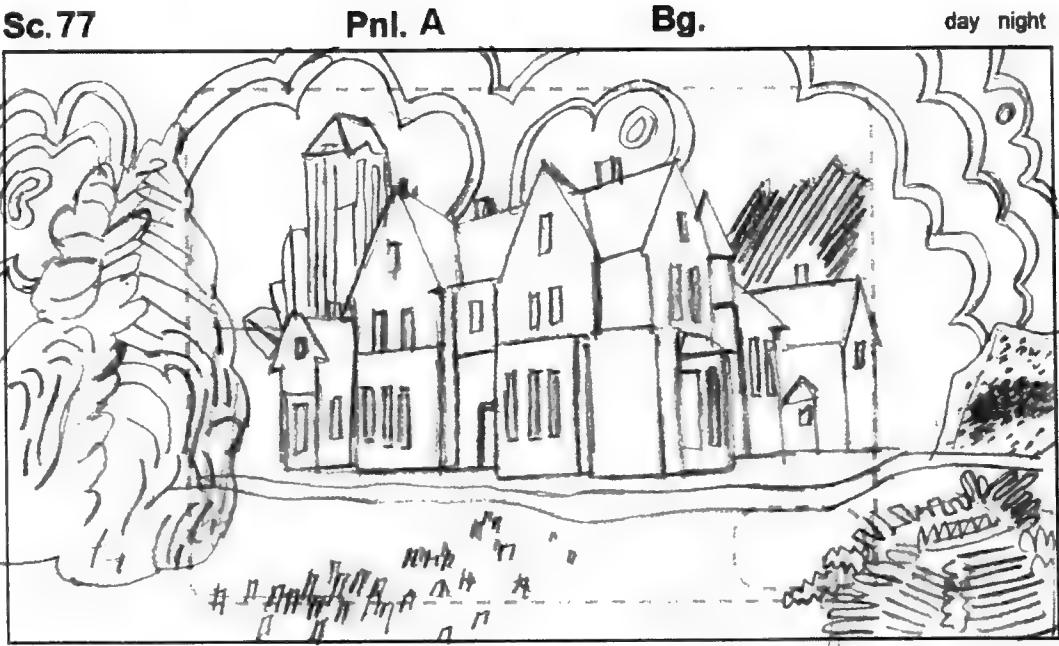
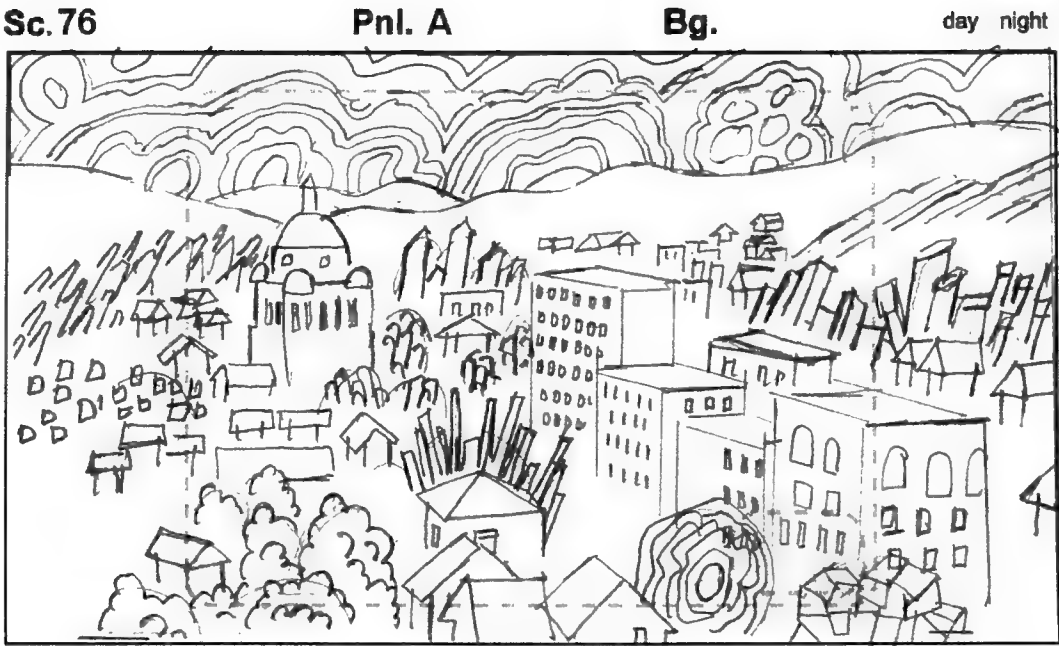
EPISODE # 1034-232

Production :

ADVENTURE TIME



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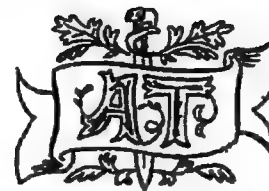


Dialog:	SFX: Plink plink plink [noodling on an electric guitar -- maybe not plugged in]
Action: < On a town in the Crystal Dimension. >	- On an "ostentatious" mansion!
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

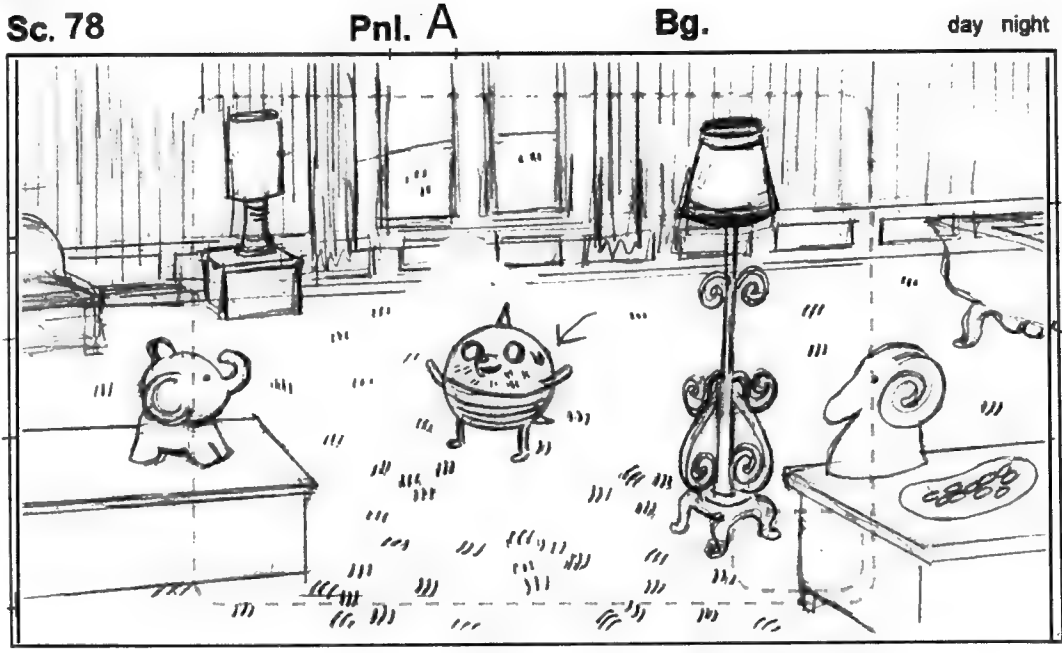



Prev. Pg189

Page 191

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Sc	Pnl.	Bg.	day	night



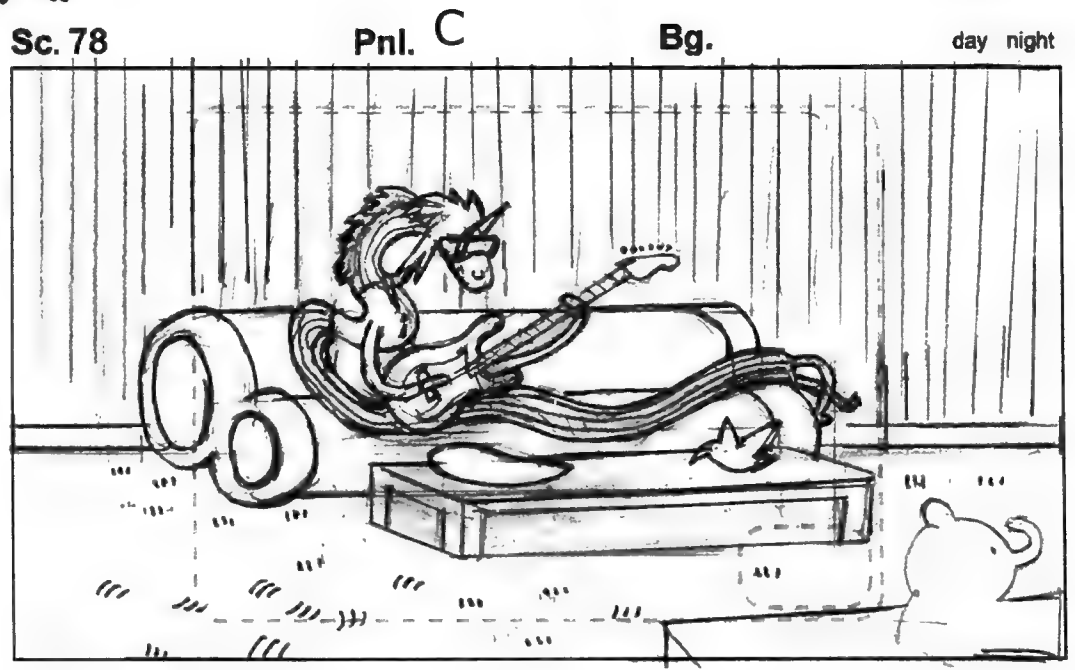
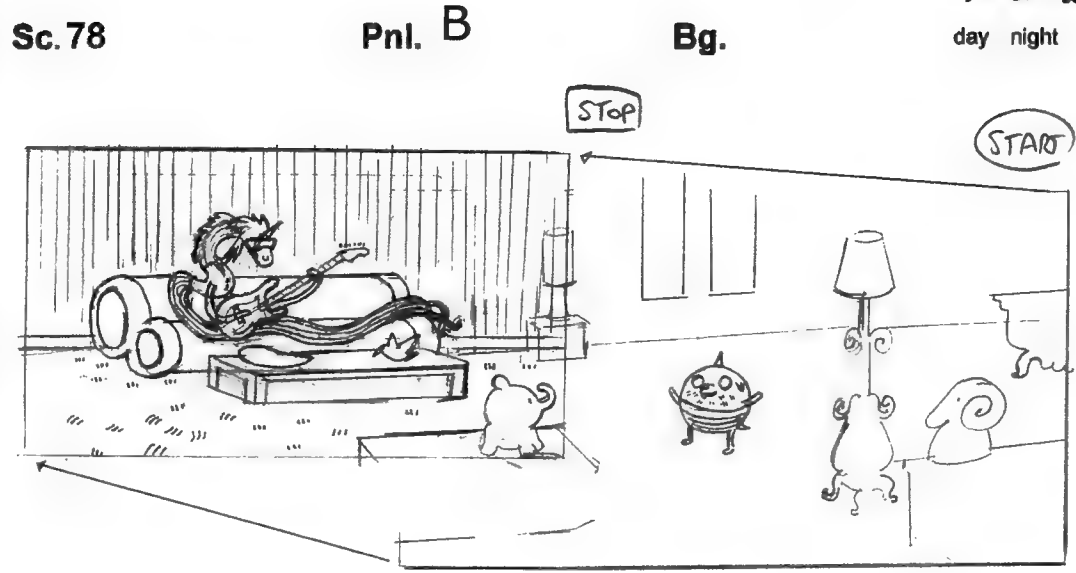
Dialog:	<u>TV</u> : You've got a cool place, Lee!
Action:	 -TV LOOKS LEFT.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

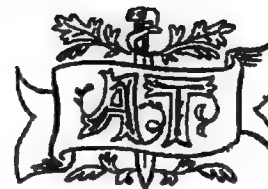


Dialog:	<p><u>Lee</u>: Well, you're a cool guy, TOO, AREN'T YOU?</p> <p><u>SFX</u>: Plink plink plink [guitar]</p>
Action:	<p>Pan to Lee.</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



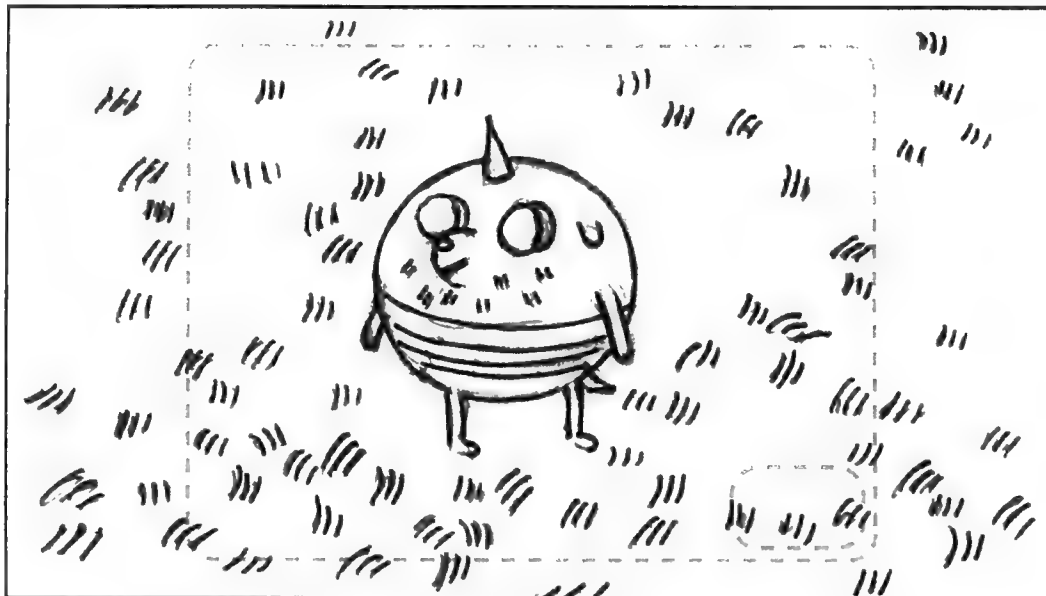
Page 193

Sc. 79

Pnl. A

Bg.

day night



Sc. 79

Pnl. B

Bg.

day night



Dialog:

IV: COOL?...

TV: Yes I am.

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

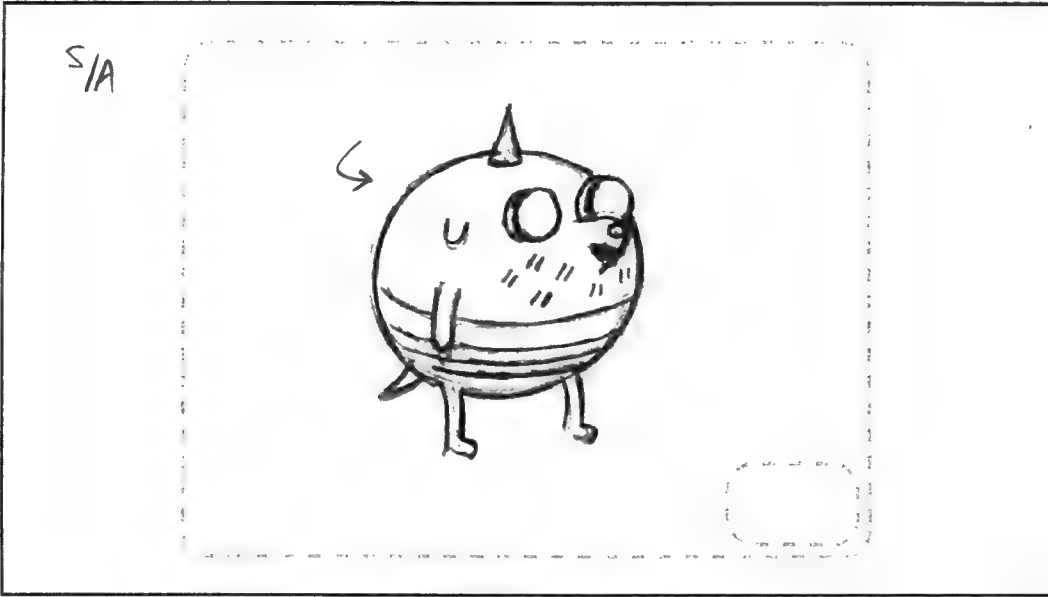


Sc. 79

Pnl. C

Bg.

day night

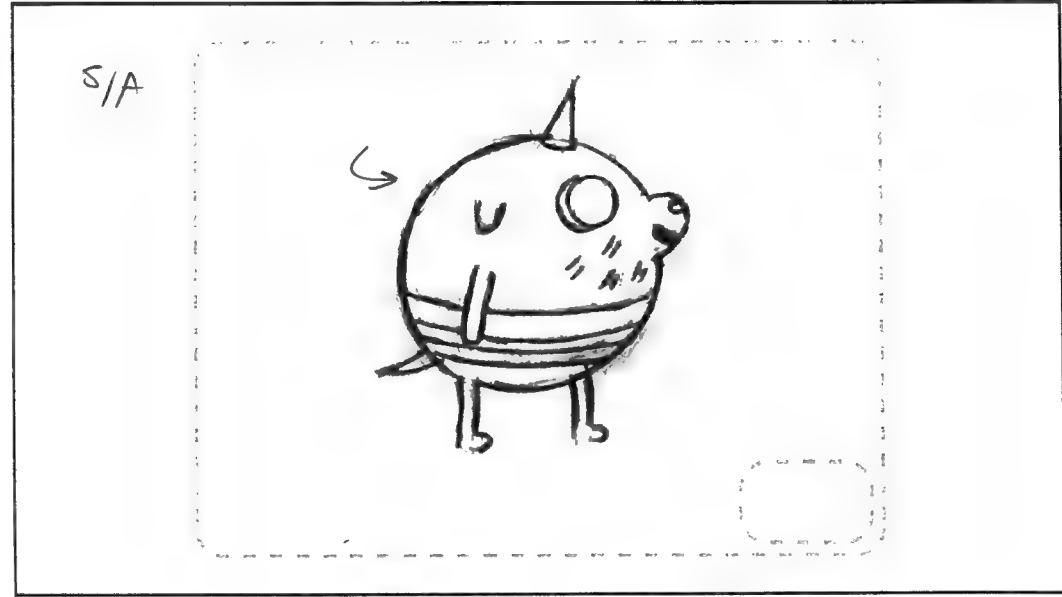


Sc. 79

Pnl. D

Bg.

day night



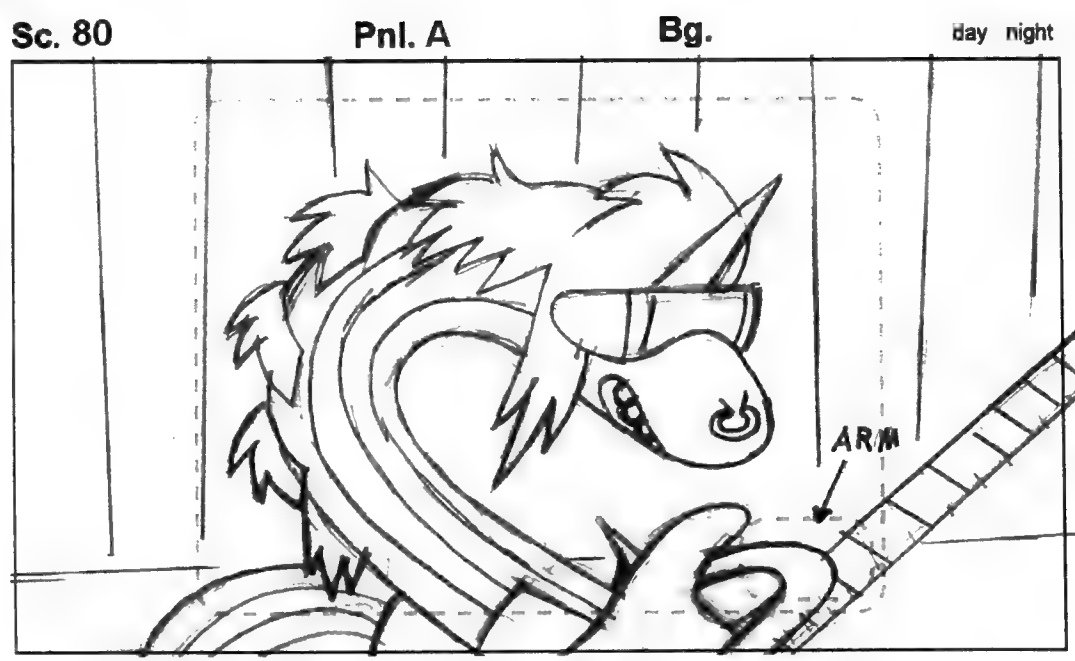
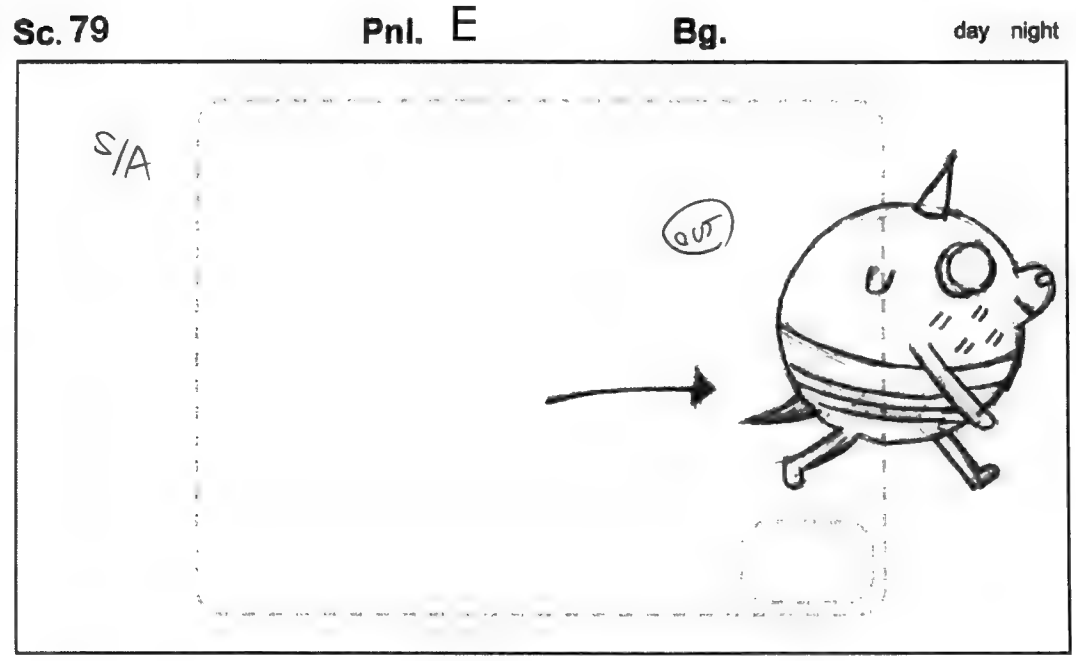
Dialog:	<u>TV:</u> How much did --	<u>TV:</u> -- this place cost? . . .
Action:		
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<p><u>Lee</u>: Oh, it's not my house. I'm squatting.</p>
Action:	<p>- TV RUNS OFF/S.</p>
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



No Scs 81-83

Next pg202

Sc.80

Pnl. B

Bg.

day night

Sc.

Pnl.

Bg.

day night

Dialog:

Lee (into phone): ^(QUIETER) I've got him. Get the boys over here.

Action:

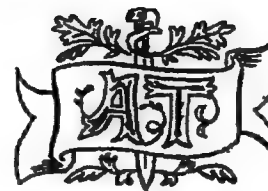
- LEE LIFTS UP PHONE TO EAR,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev. Pg196

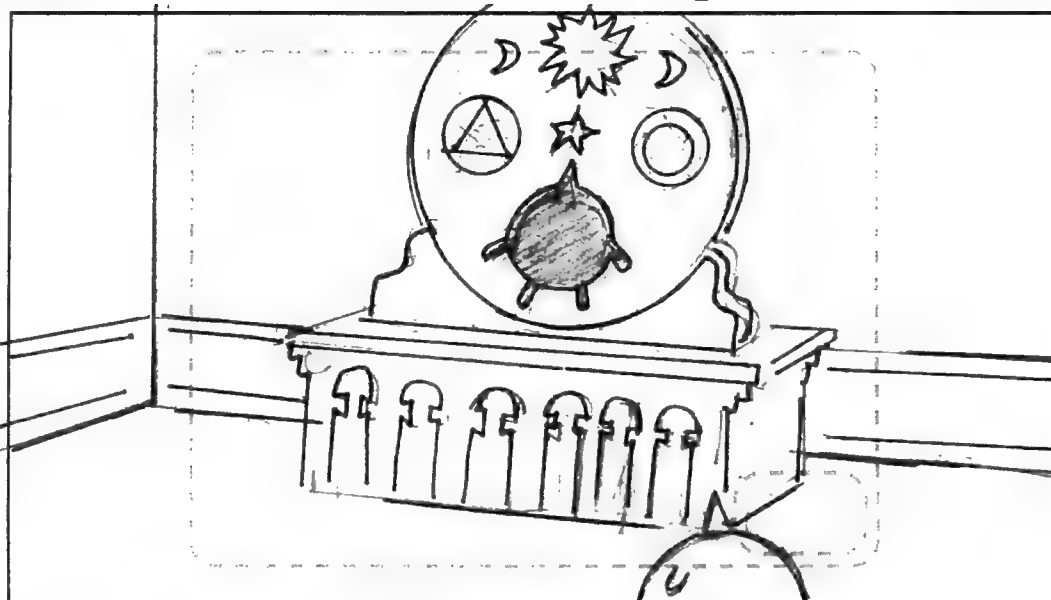
Page 202

Sc. 84

Pnl. A

Bg.

day night

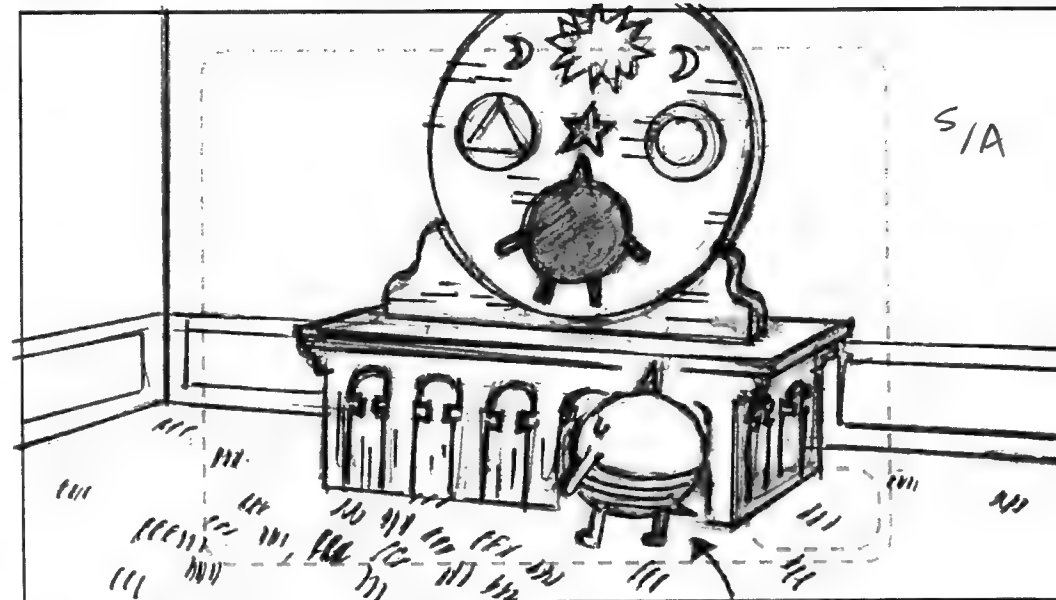


Sc. 84

Pnl. B

Bg.

day night



Dialog:

TV: Hey what's this thing?

Action:

Cut to: kind of an altar with a wheel on it with symbols on it. {Including a TV shape.}
TV enters.

-TV STOPS IN FRONT OF WHEEL.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

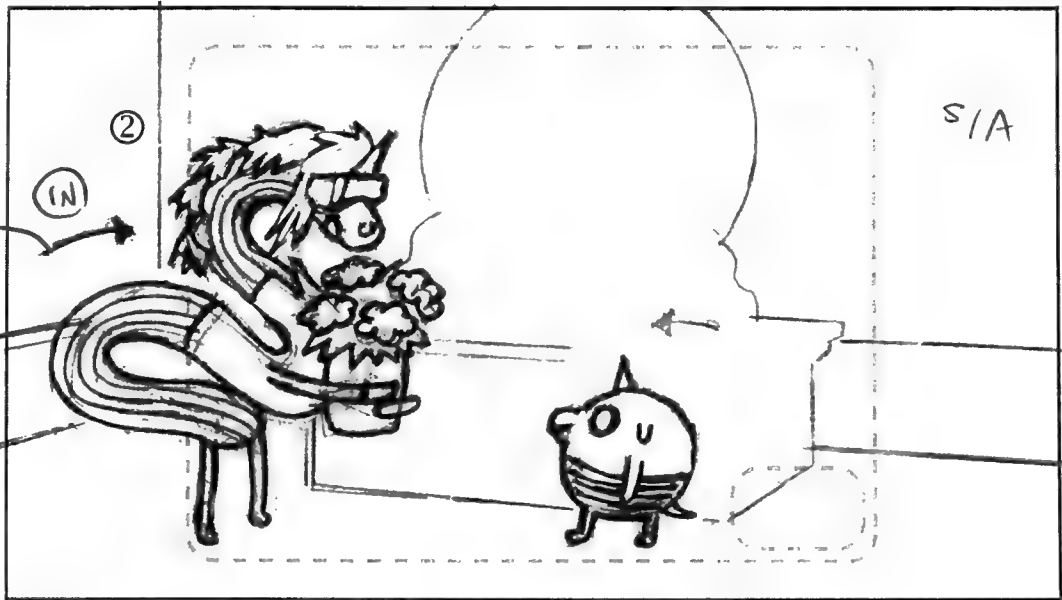


Sc. 84

Pnl. C

Bg.

day night

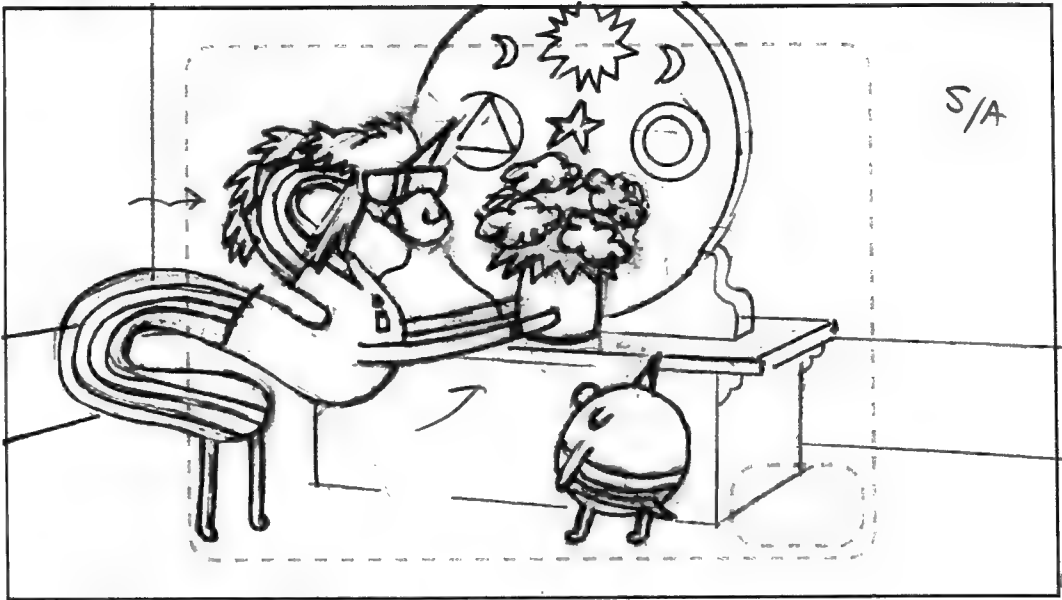


Sc. 84

Pnl. D

Bg.

day night



Dialog:

Lee: That's nothing, man.

Lee: HEH HEH ,

Action:

Lee enters, carrying a vase of flowers.

Timing:

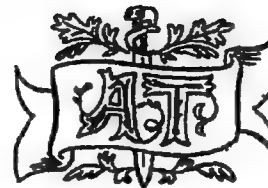


Lee puts the down the vase, in front of the TV shape.

EPISODE # 1034-232

Production :

ADVENTURE TIME



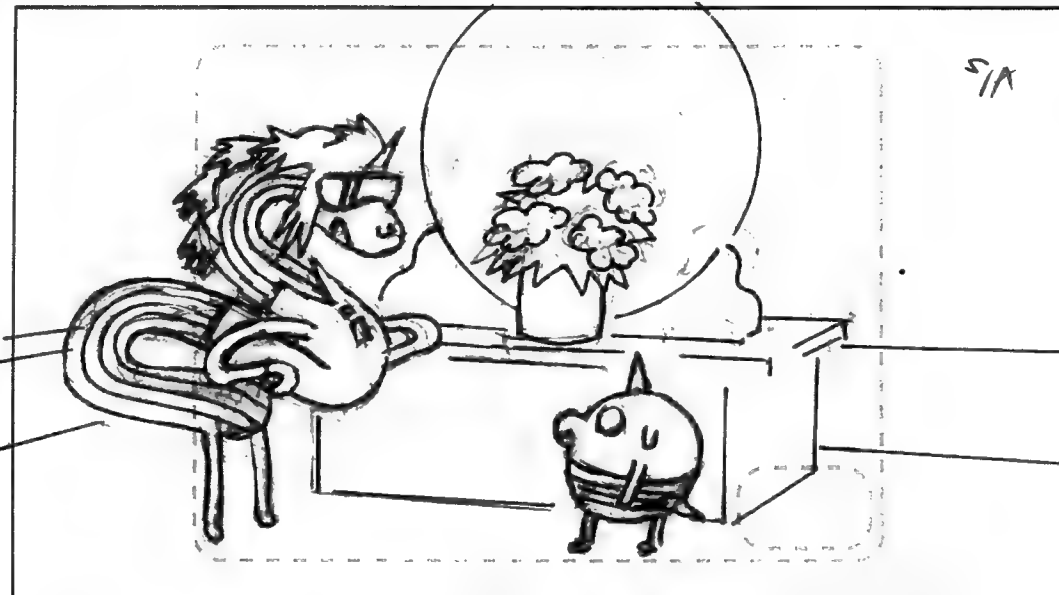
Page 204

Sc. 84

Pnl. E

Bg.

day night

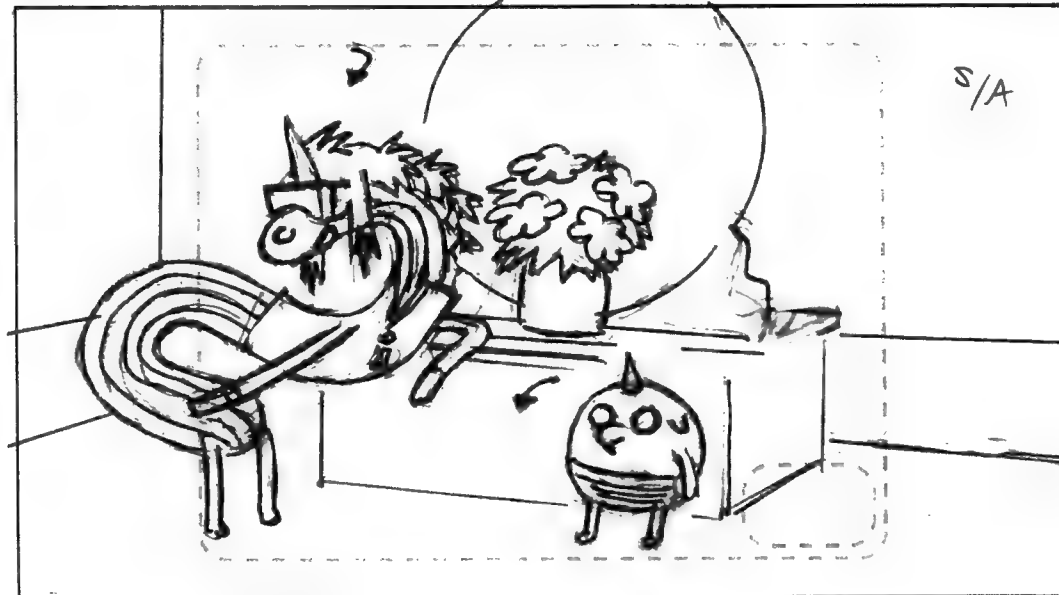


Sc. 84

Pnl. F

Bg.

day night



Dialog:

Lee: Hey, wanna get on the back of --

Lee: -- my motorbike again?

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



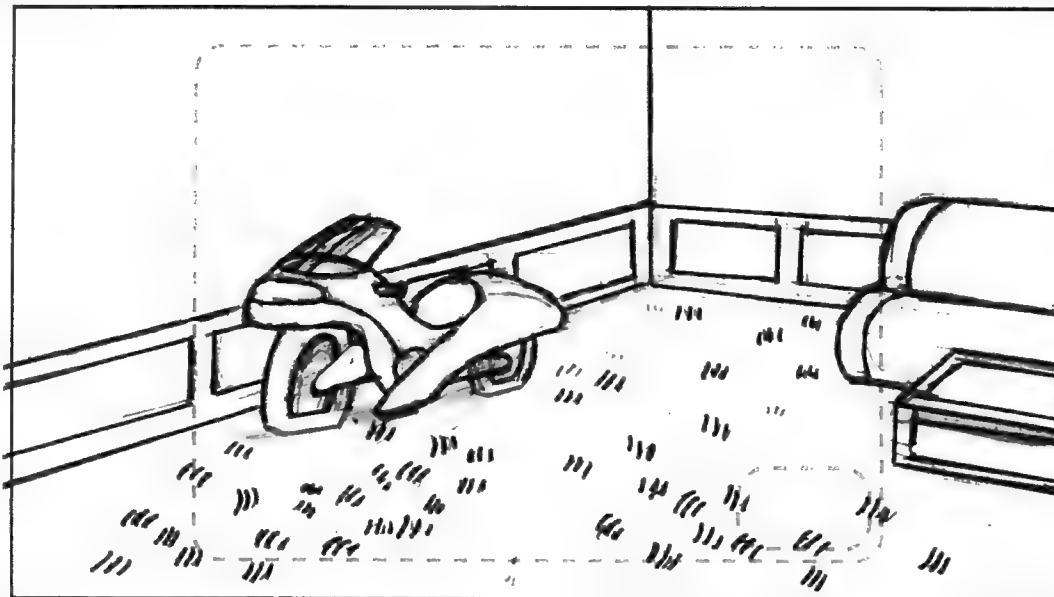
Page 205

Sc. 85

Pnl. A

Bg.

day night

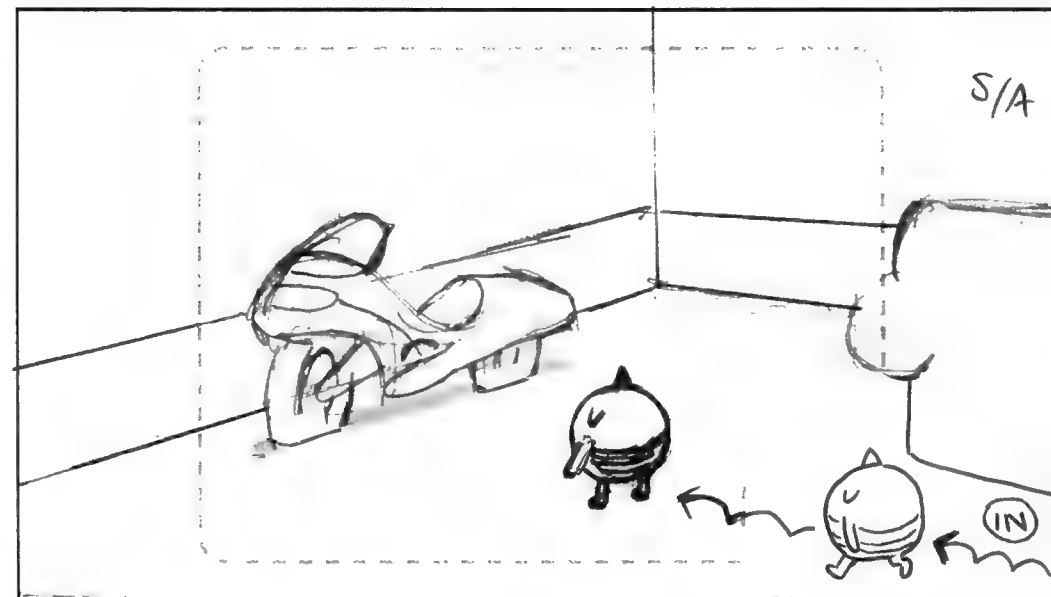


Sc. 85

Pnl. B

Bg.

day night



Dialog:

TV: Ha ha, yeah!

Lee (O.S.): I'll show you how --

Action:

Cut to: The motorbike, at the other end of the room.

TV enters, followed by Lee.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



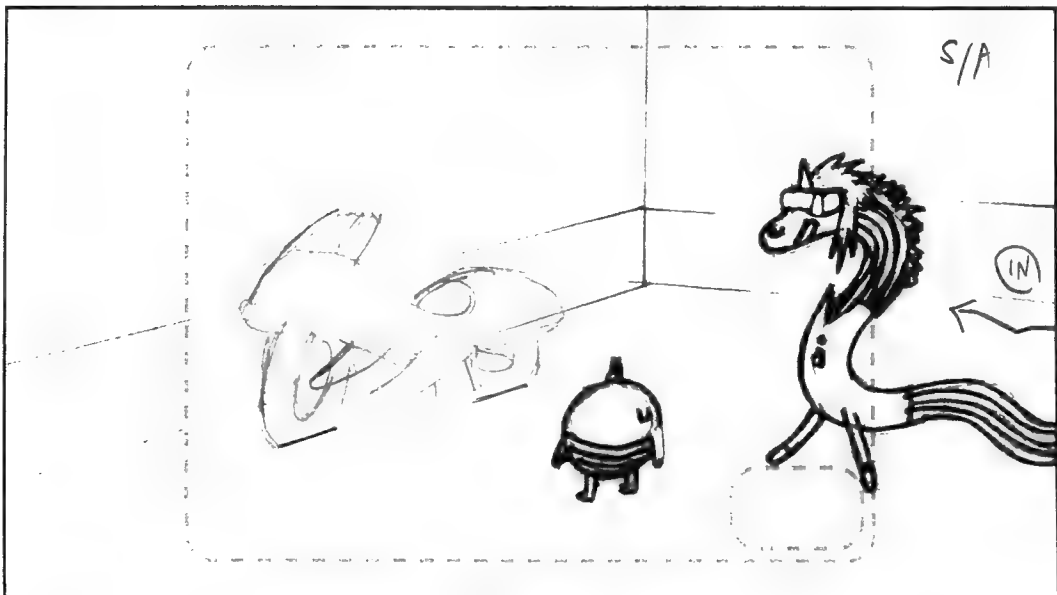
Page 206

Sc. 85

Pnl. C

Bg.

day night

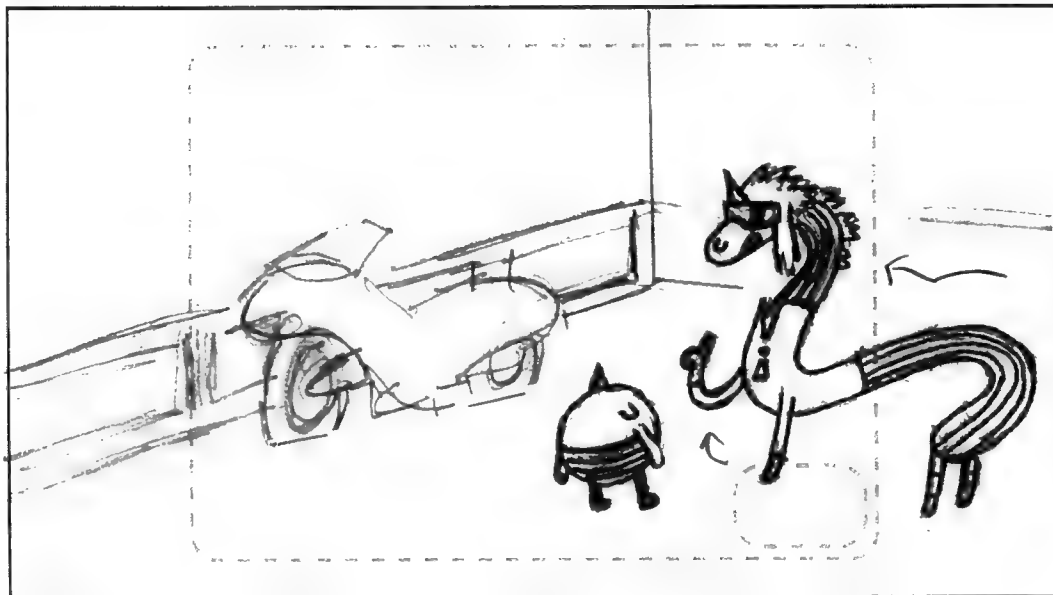


Sc. 85

Pnl. D

Bg.

day night



Dialog:

Lee: -- to do a --

Lee: -- wheelie!

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

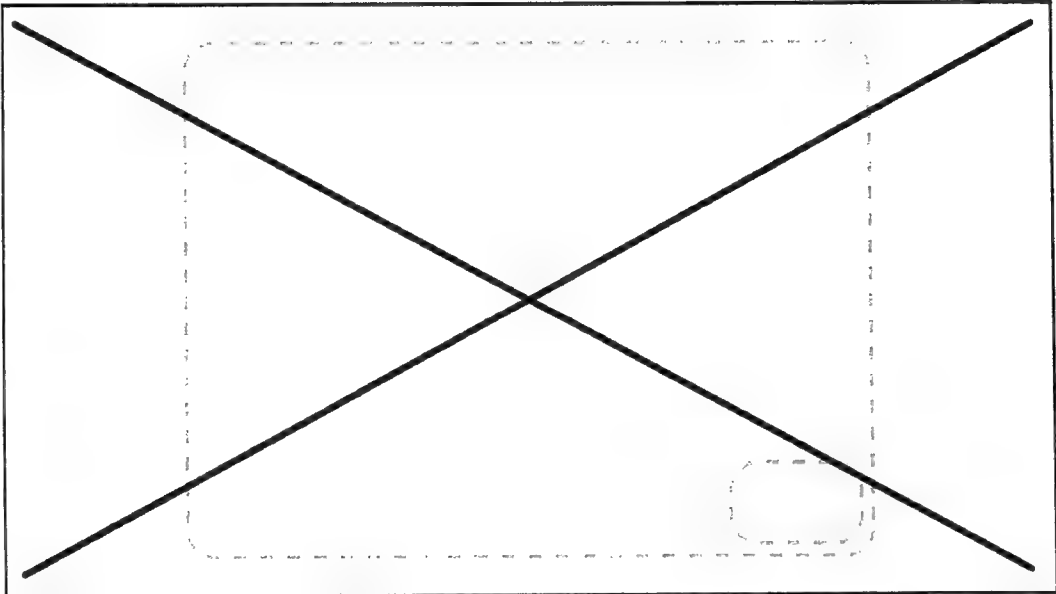
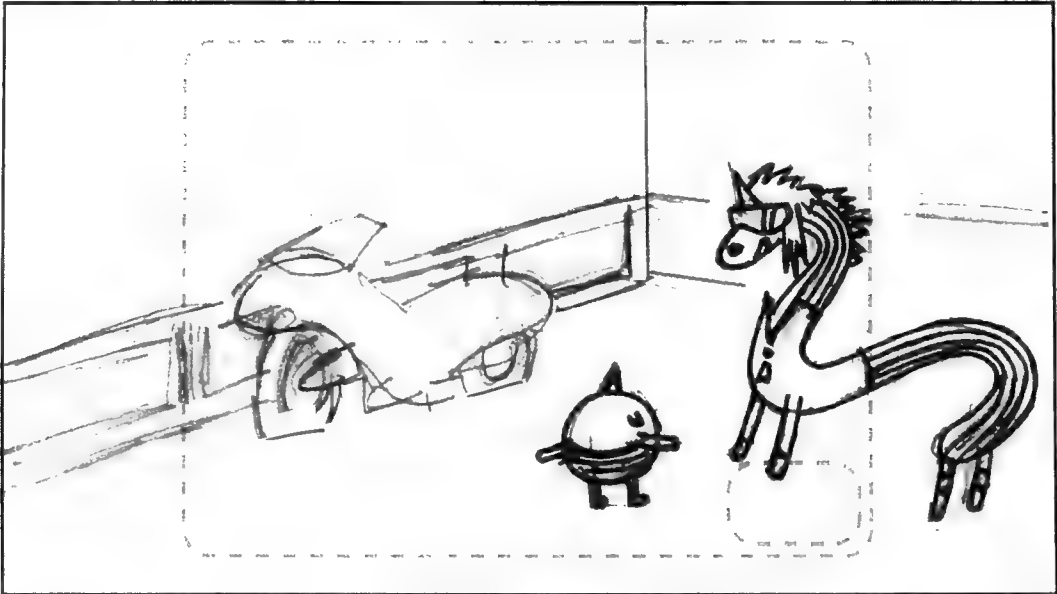


Sc. 85

Pnl. E

Bg.

day night

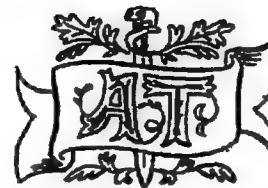


Dialog:	<p><u>TV (singing):</u> WHOA, A WHEELIE!</p> <p> ♪ I'VE GOT A NEW BEST FRIEND ...♪</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



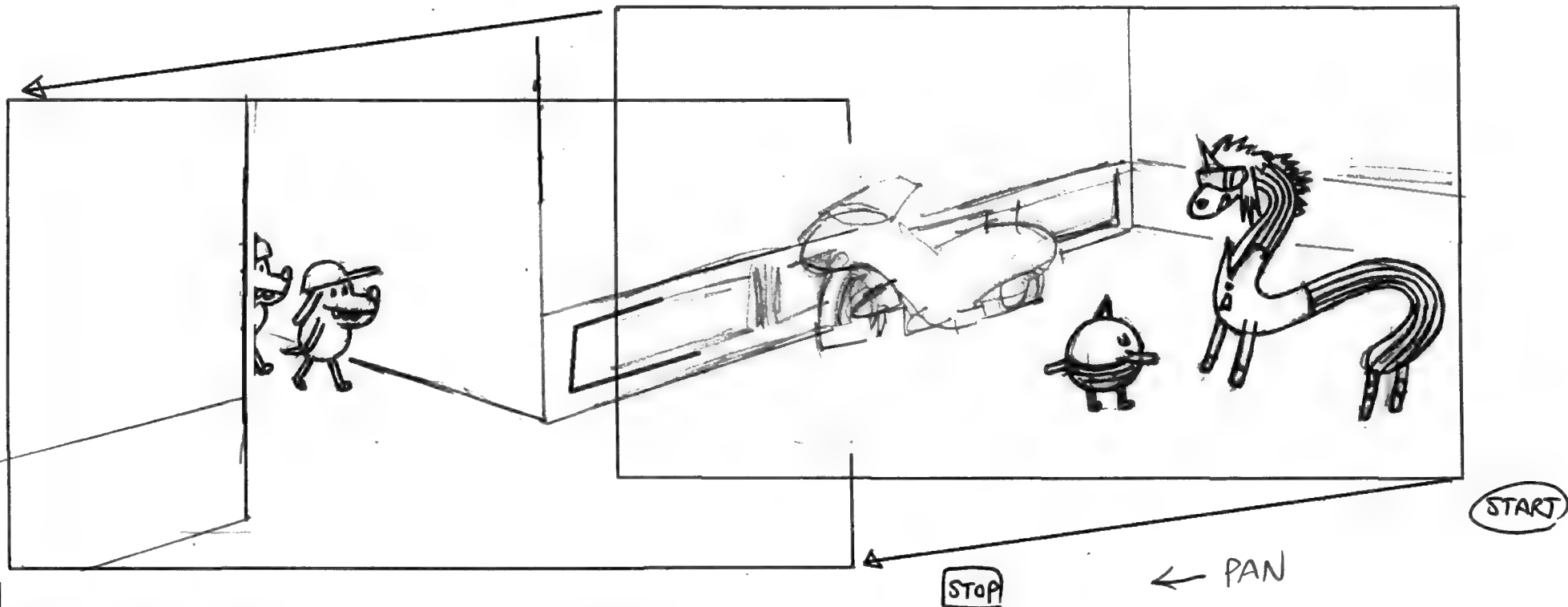
Page 208

Sc. 85

Pnl. F

Bg.

day night



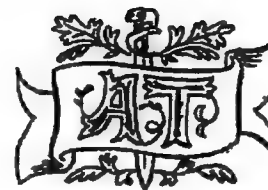
Action: Pan over to: Dogs entering through the hallway.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



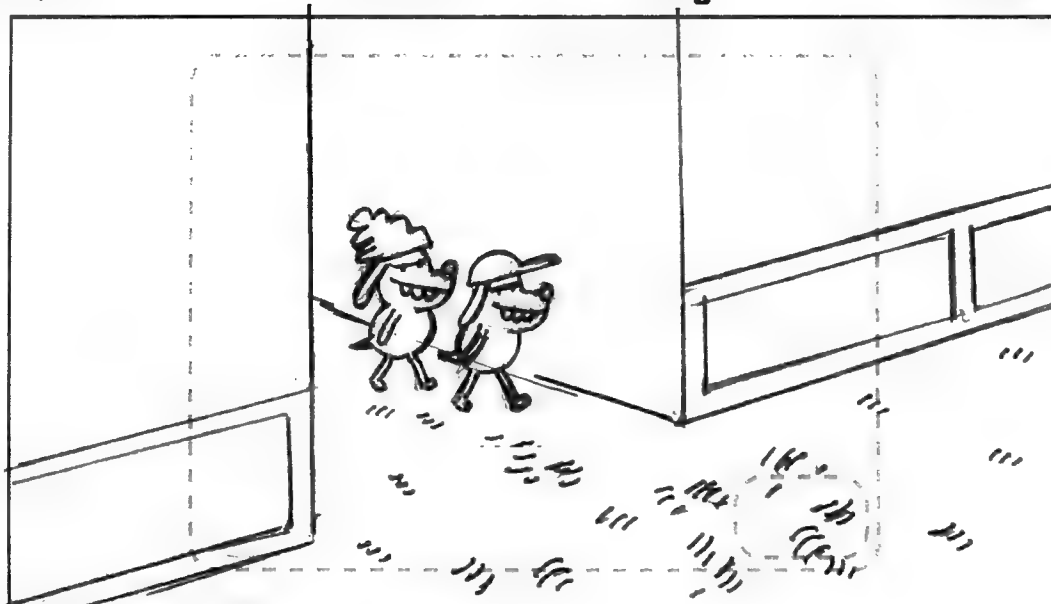
Page 209

Sc. 85

Pnl. G

Bg.

day night

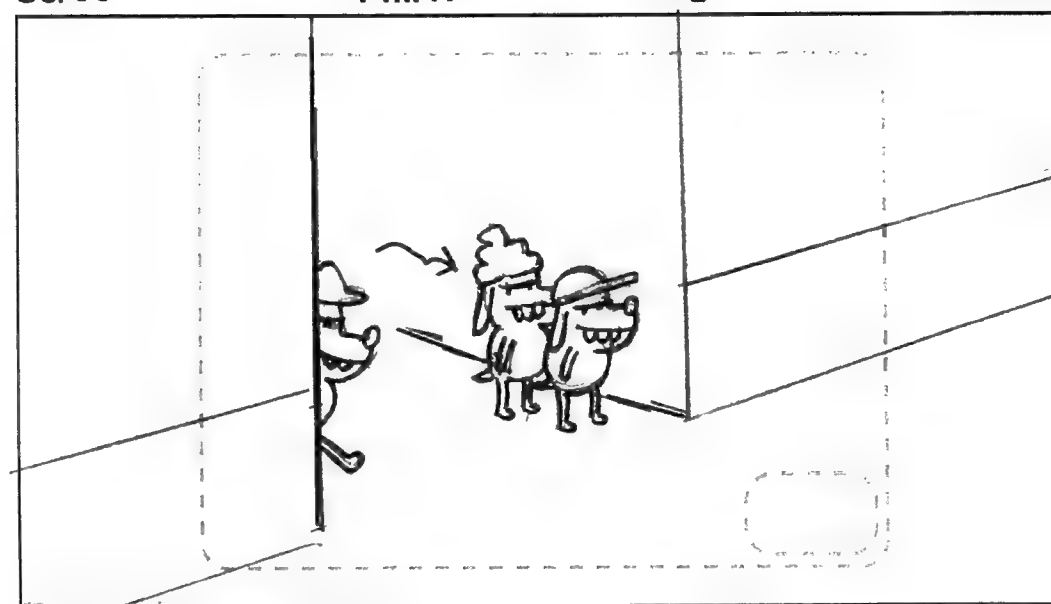


Sc. 85

Pnl. H

Bg.

day night



Dialog:

Lee (singing): . . . named . . .

Lee (singing): . . . Lee!

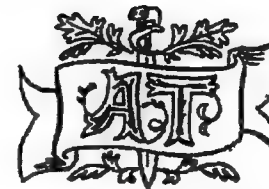
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



No Scs 86-87

Next Pg217

Page 210

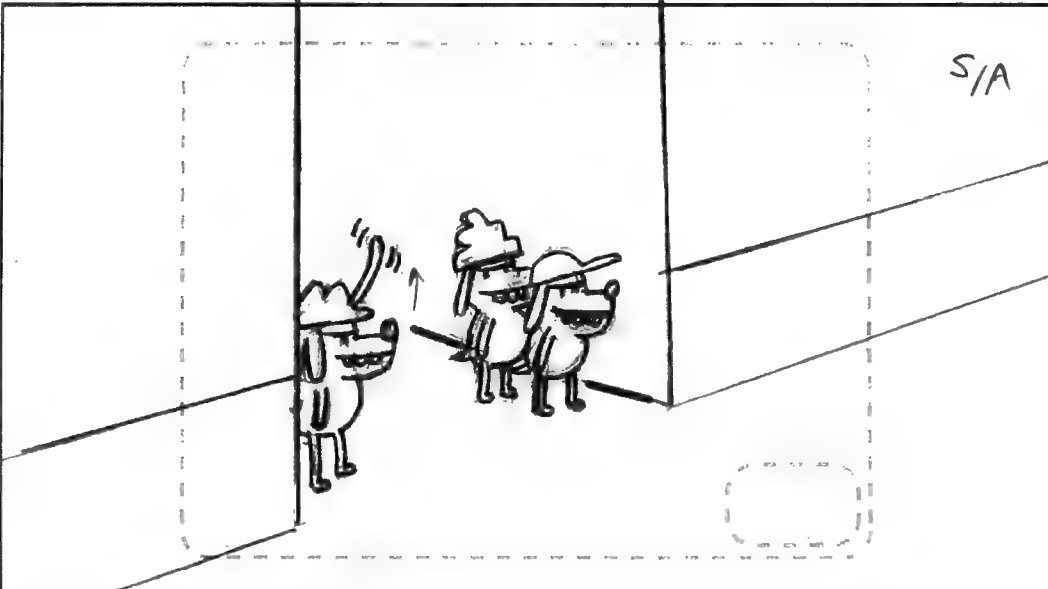
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Sc. 85

Pnl. I

Bg.

day night

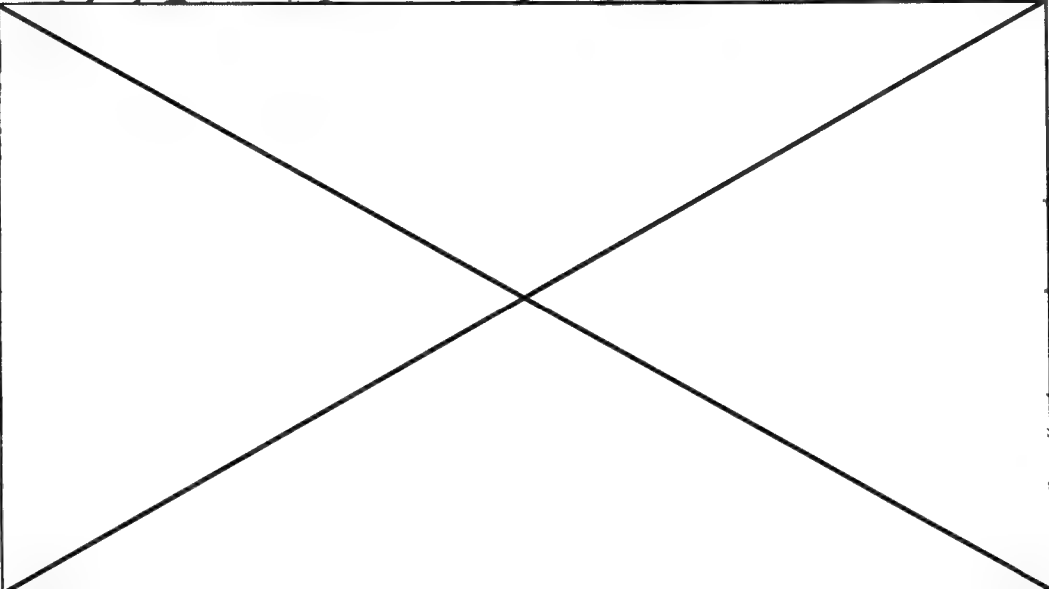


Sc.

Pnl.

Bg.

day night



Dialog:		
Action:	Dog waves to Lee.	On the top of a crystal hill, in the Crystal Dimension.
Timing:		

EPISODE # 1034-232

Production :

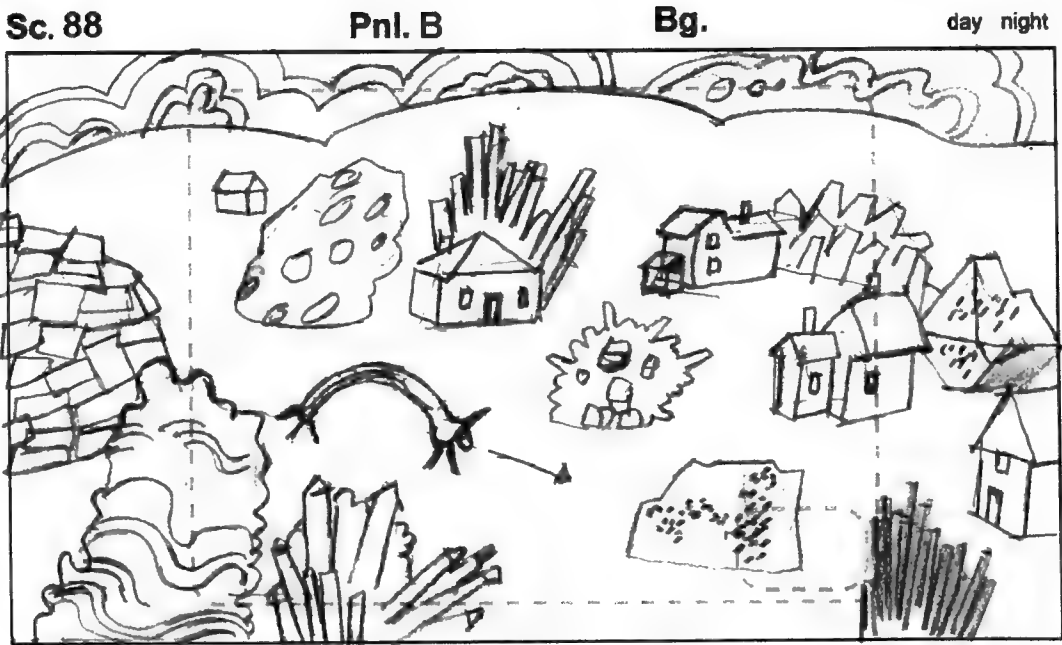
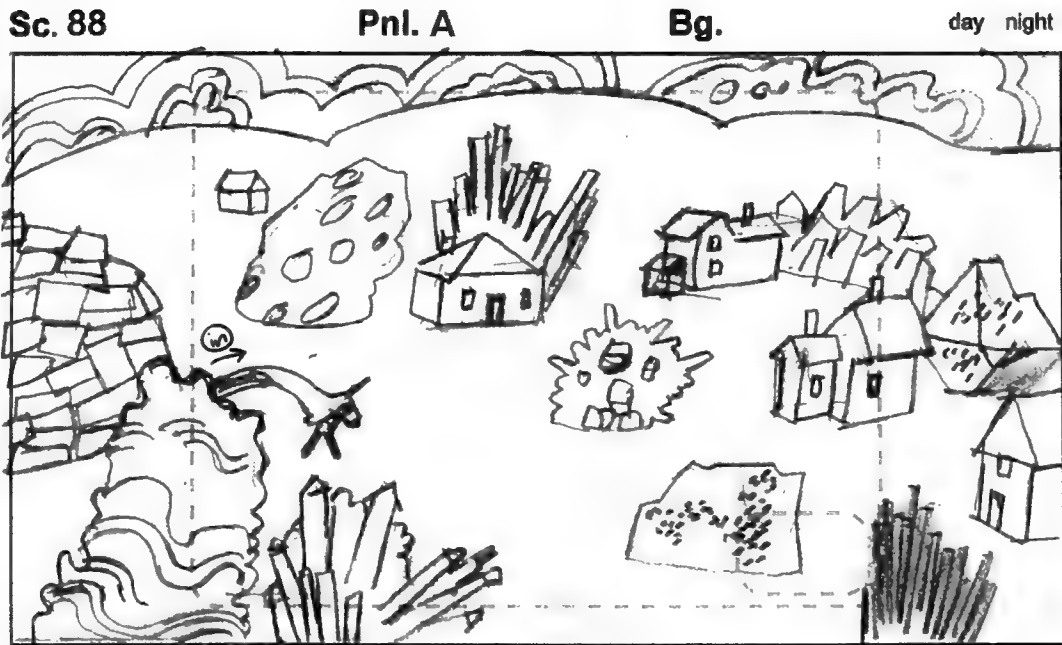
ADVENTURE TIME



Prev. Pg210

Page 217

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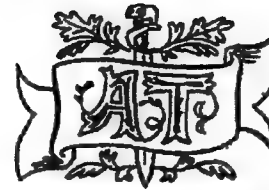


Dialog:	
Action:	LR walks away from the crystal hill, and through the outskirts of a dumpy suburb.
Timing:	

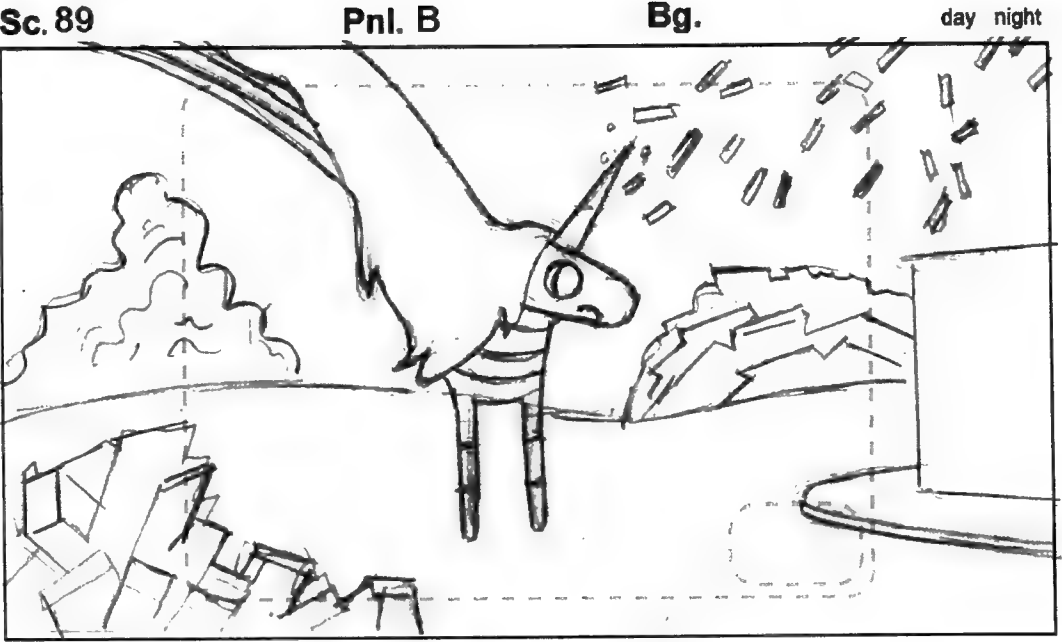
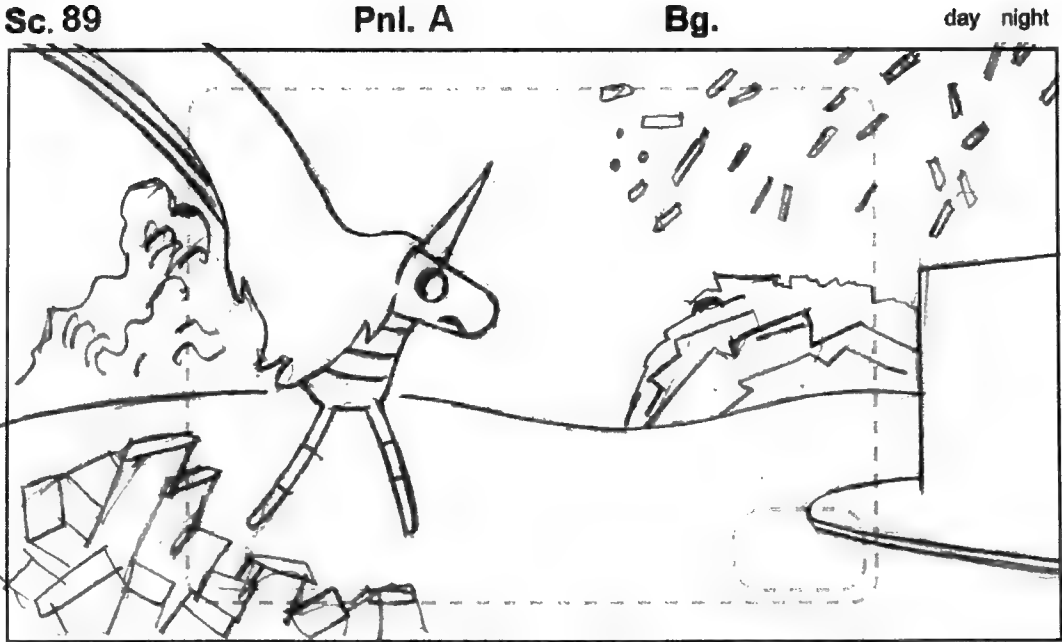
EPISODE # 1034-232

Production :

ADVENTURE TIME



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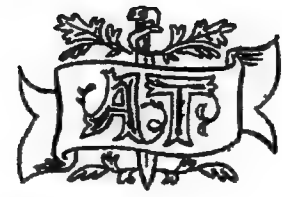
Dialog:	
Action:	LR walks into scene, near a wall.
	LR stops, looking at the wall.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



STOP →

Sc. 89

Pnl. C

Bg.

day night

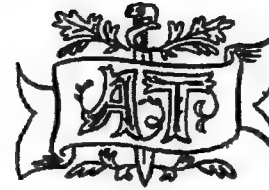


Dialog:
Action: PAN TO: Old graffiti on the wall.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 220

Sc. 89

Pnl. D

Bg.

day night

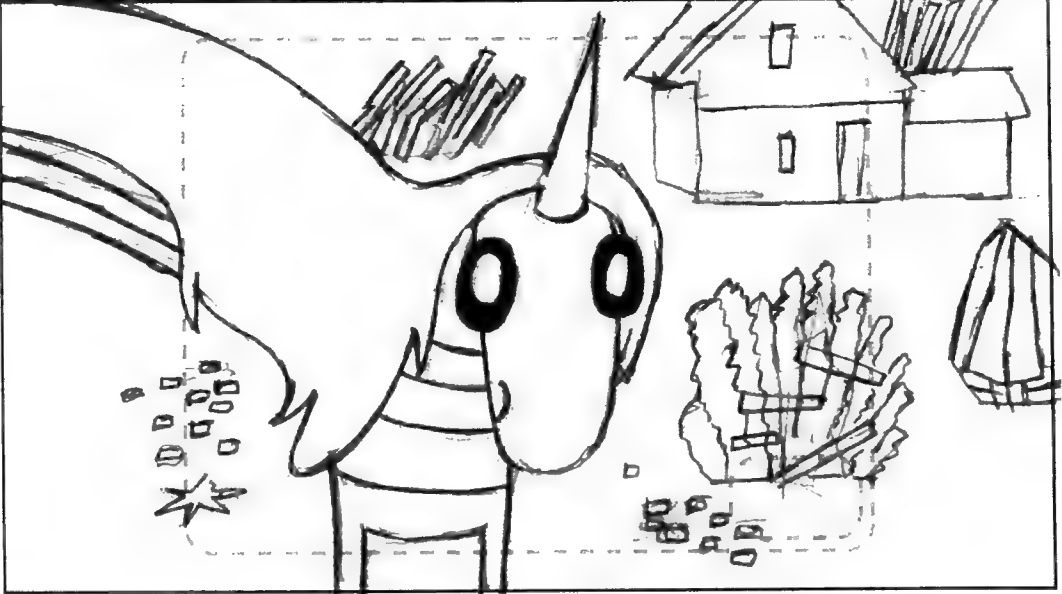


Sc. 90

Pnl. A

Bg.

day night



Dialog:

Action:

On the wall.
Old graffiti is partly covered up, by newer
posters, of rainbow themes.

- On LR, looking at the wall.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



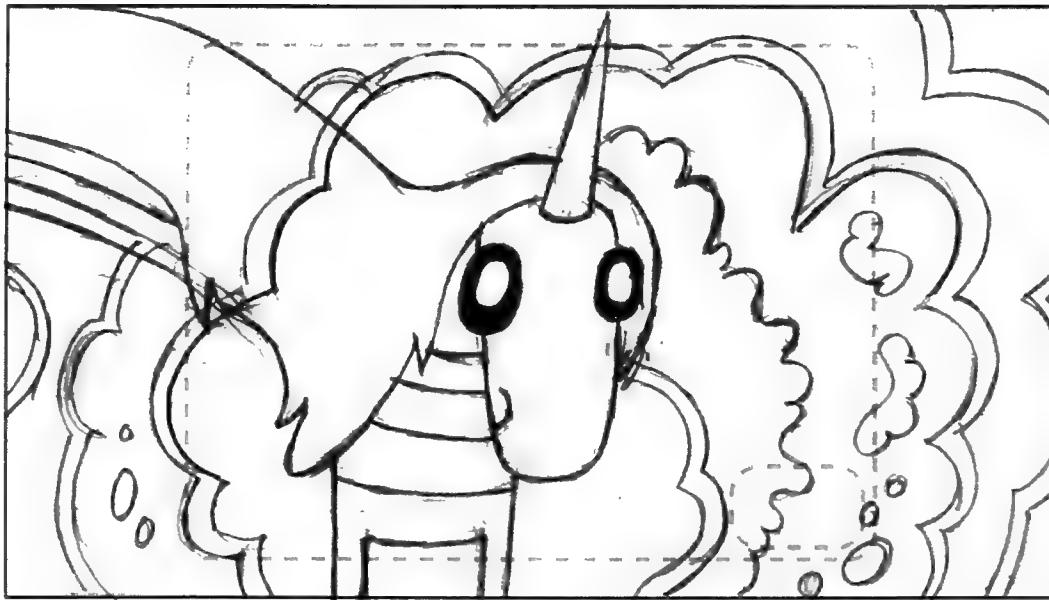
Page 221

Sc. 90

Pnl. B

Bg.

day night

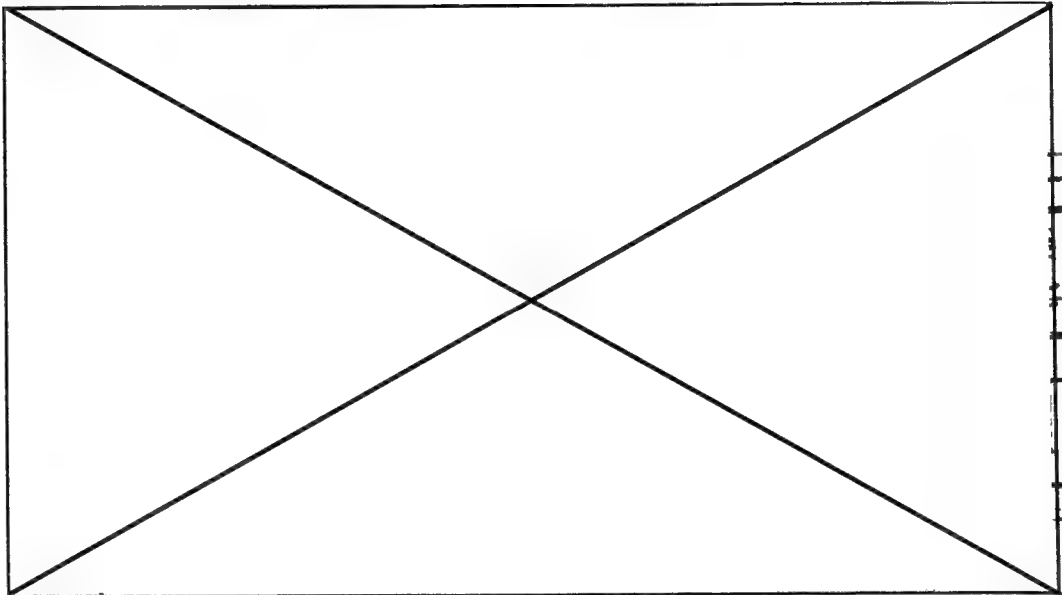


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Diss. (with groovy crystal graphics)
to a flashback.

— On Lee and LR, years ago, at the wall.
Lee is spraying LETTERS WITH HORN

Timing:

During the flashback scenes, Lee is wearing
a beret and LR has flowers in her hair.

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ADVENTURE TIME



Sc. 9 |

Pnl. A

Bg.

day night

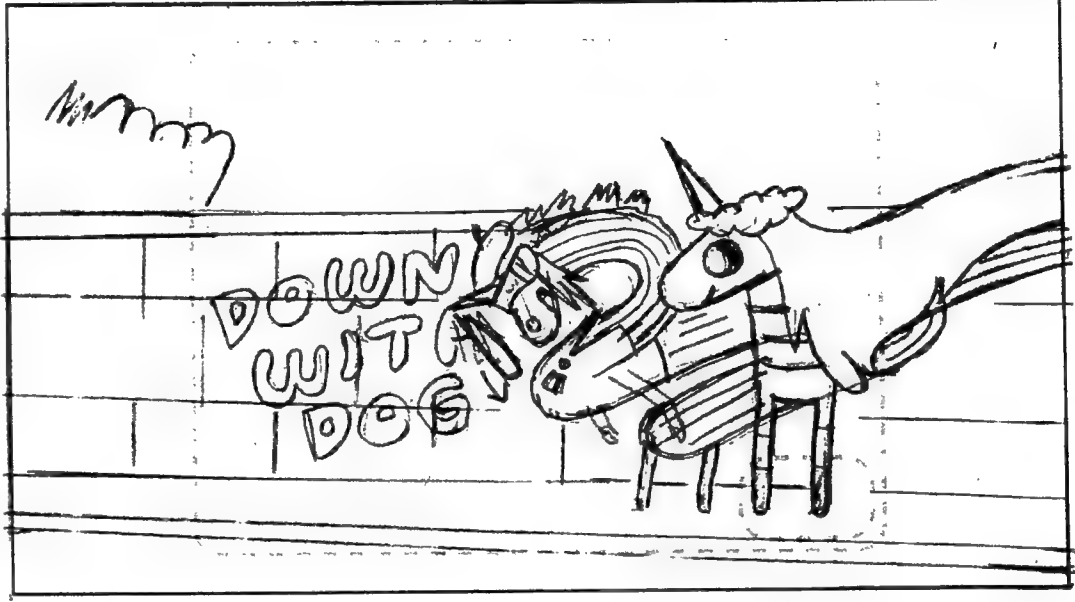


Sc. 91

Pnl. B

Bg.

day night



Dialog:

SFX:
CHYUU

Action:

X DISS. (GROOVY CRYSTAL GRAPHICS

Timing:

During the flashback scenes, Lee is wearing a beret and LR has flowers in her hair.

EPISODE # 1034-232

Production :

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ADVENTURE TIME

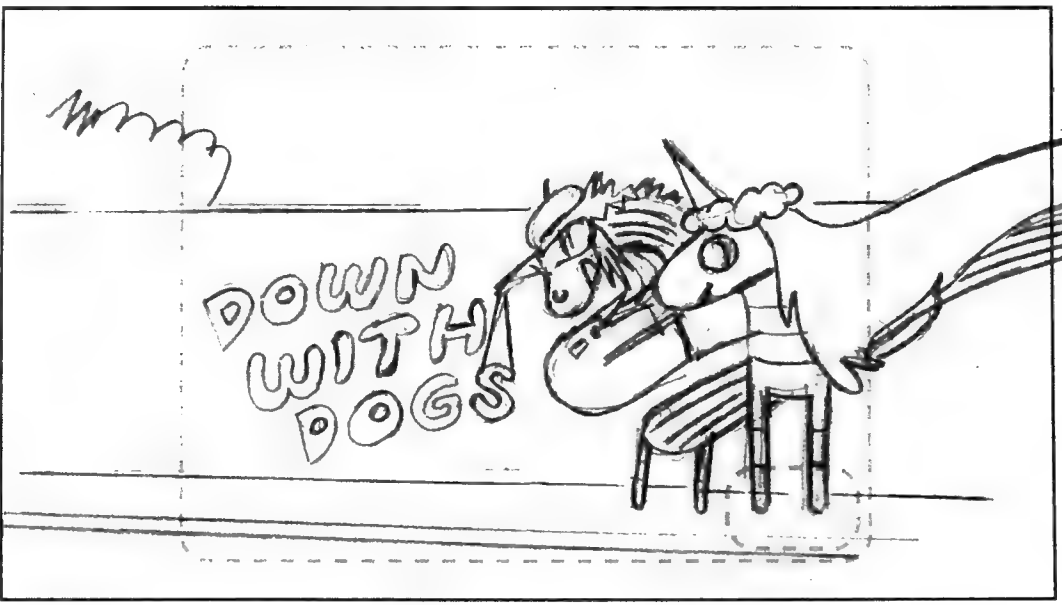


Sc. 91

Pnl. C

Bg.

day night

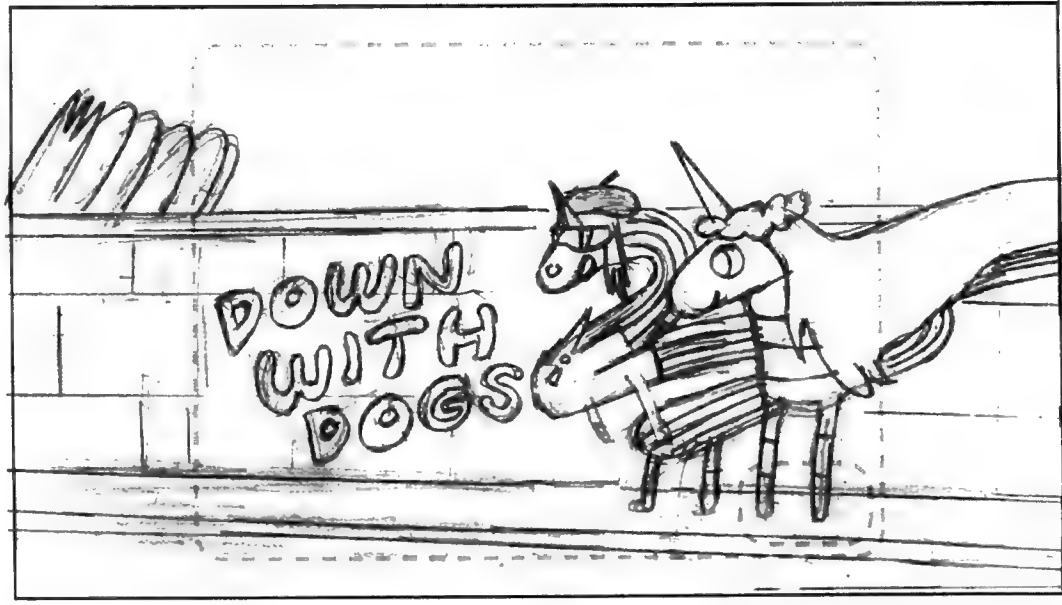


Sc. 91

Pnl. D

Bg.

day night



Dialog:	<u>Lee</u> : This is what I think about dogs, baby.
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



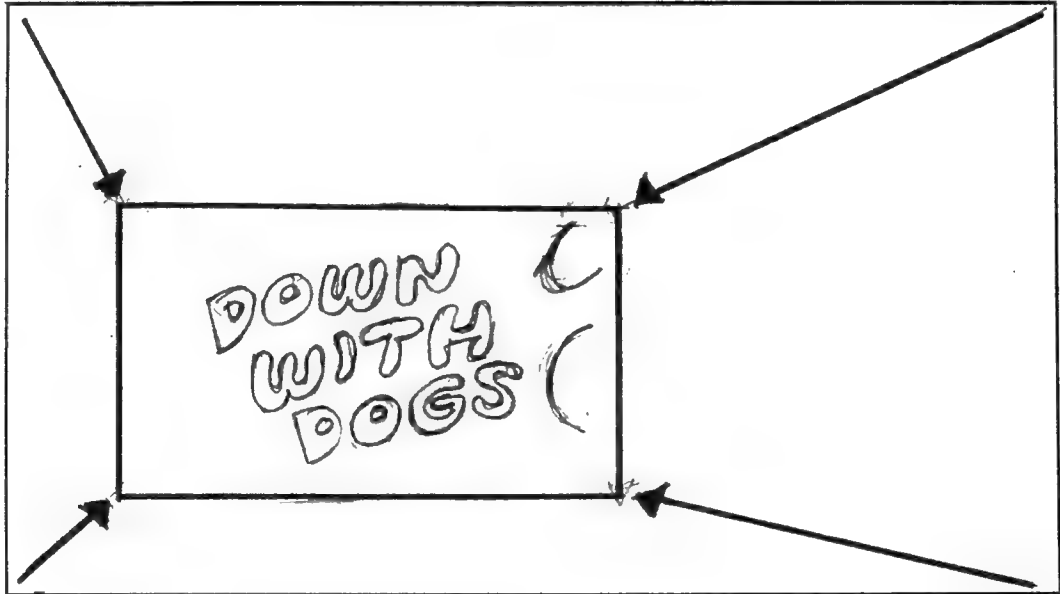
Page 223

Sc. 91

Pnl. E

Bg.

day night

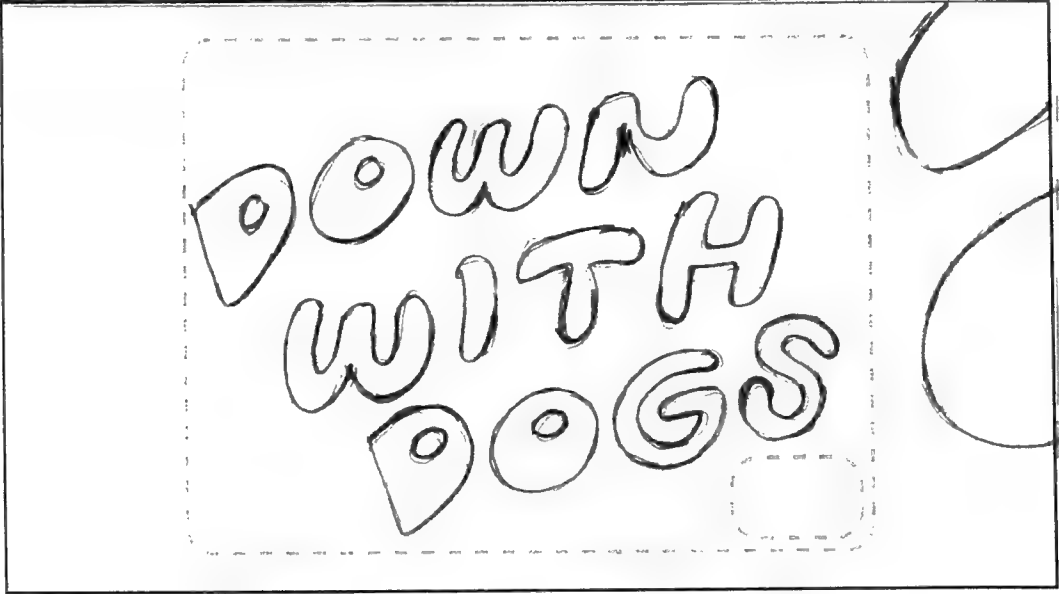


Sc. 91

Pnl. F

Bg.

day night



Dialog:

Action:

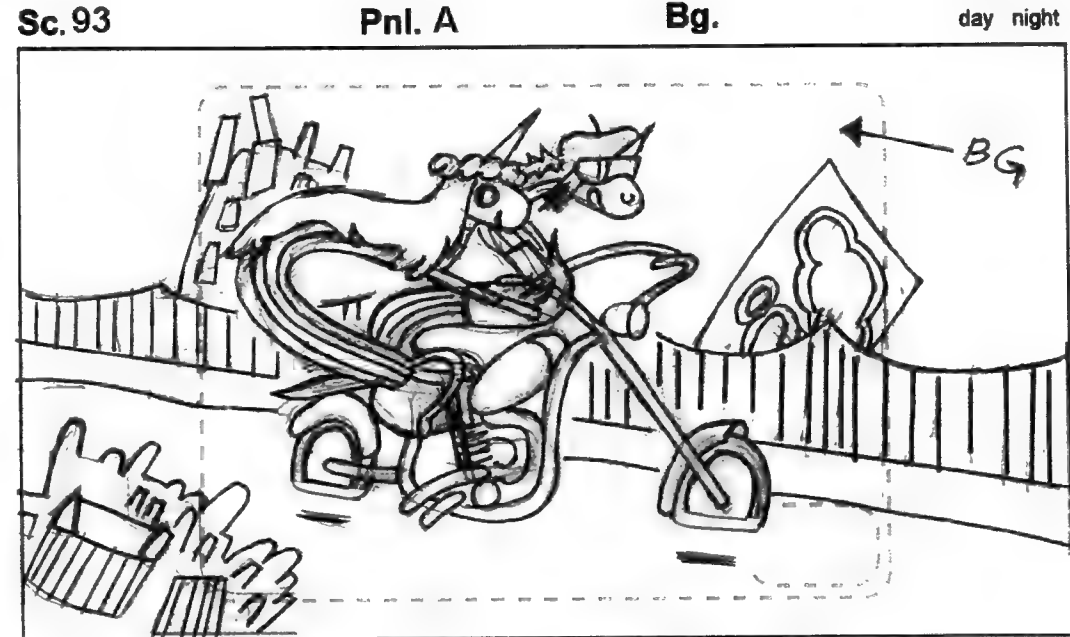
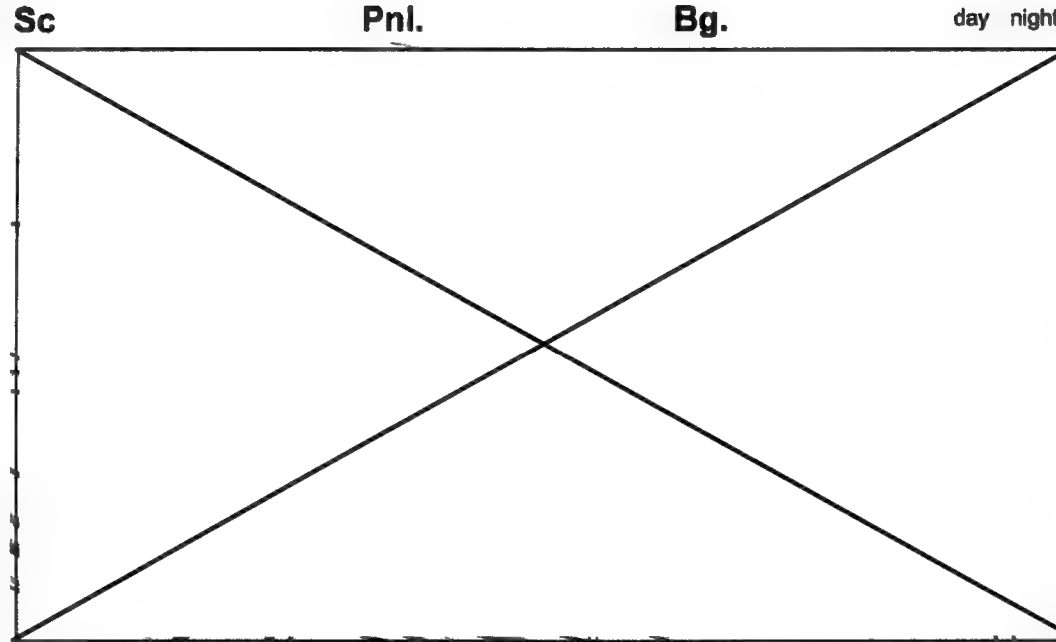
T.I. on graffiti.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



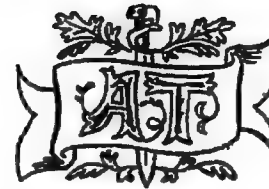
Dialog: SFX: Vrooom! [Motorcycle]
Biker music.
Lee: Ha ha ha YEAH !!

SFX: Vrooom.
Biker music.

Action:

Timing:

ADVENTURE TIME



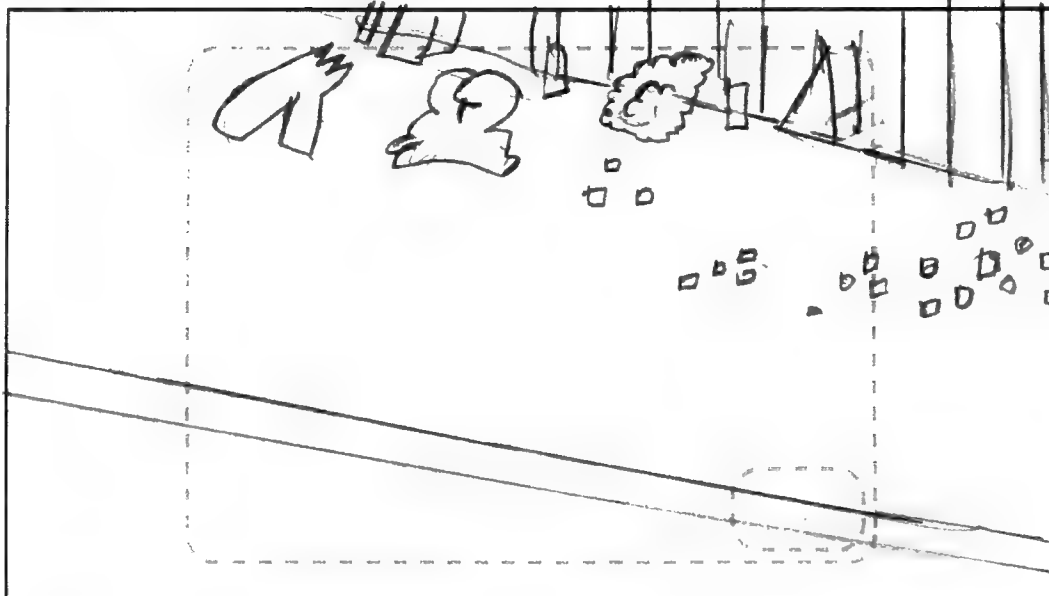
Page 225

Sc. 94

Pnl. A

Bg.

day night

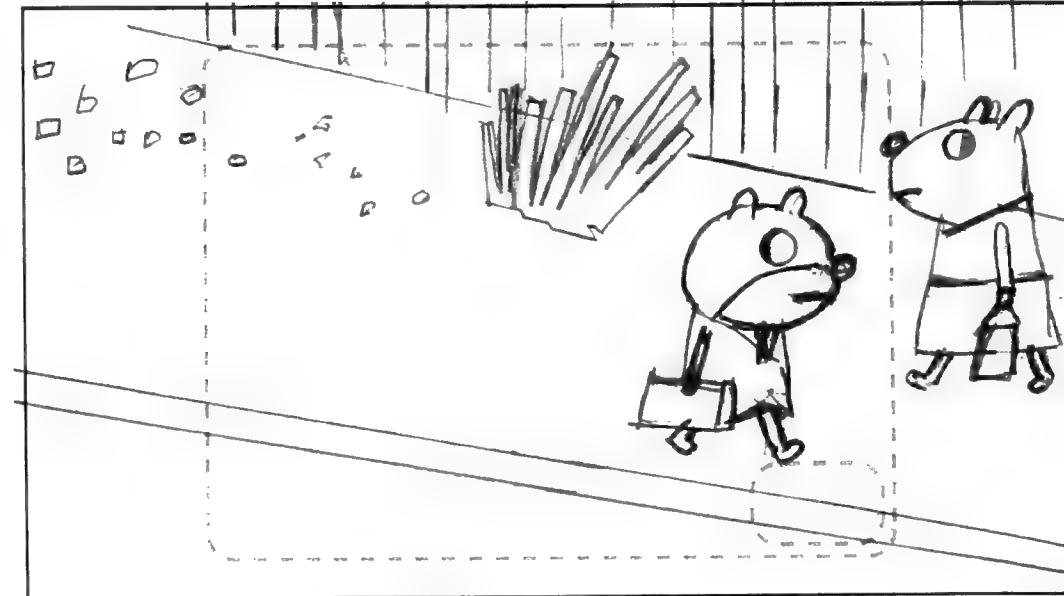


Sc. 94

Pnl. B

Bg.

day night



Dialog:

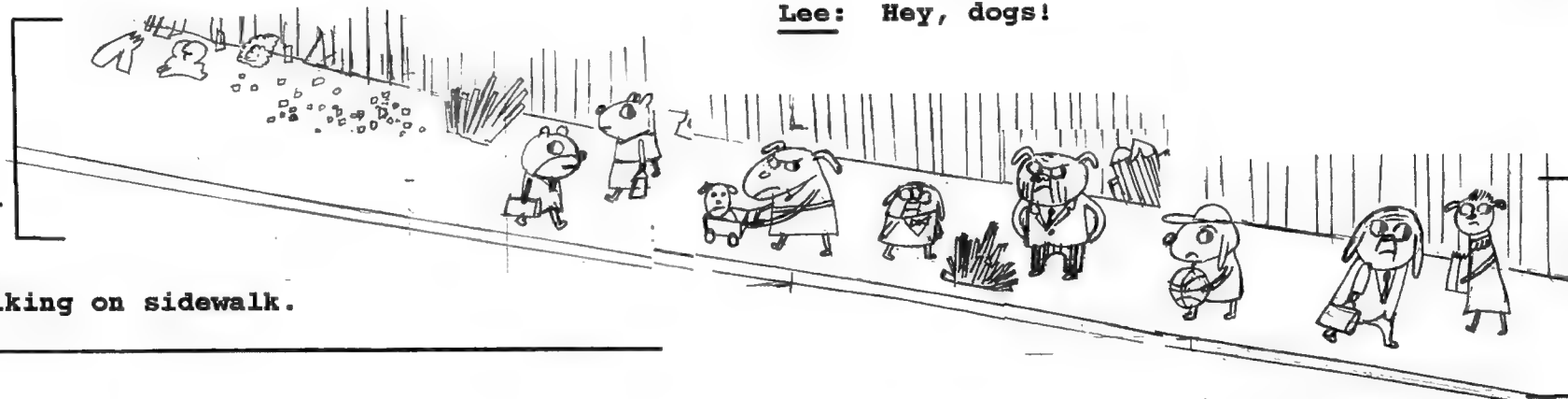
Action:

POV from the motorcycle.

Pan past dogs who are walking on sidewalk.

Timing:

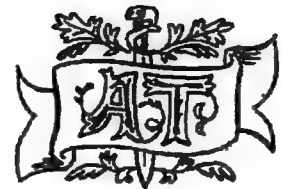
Lee: Hey, dogs!



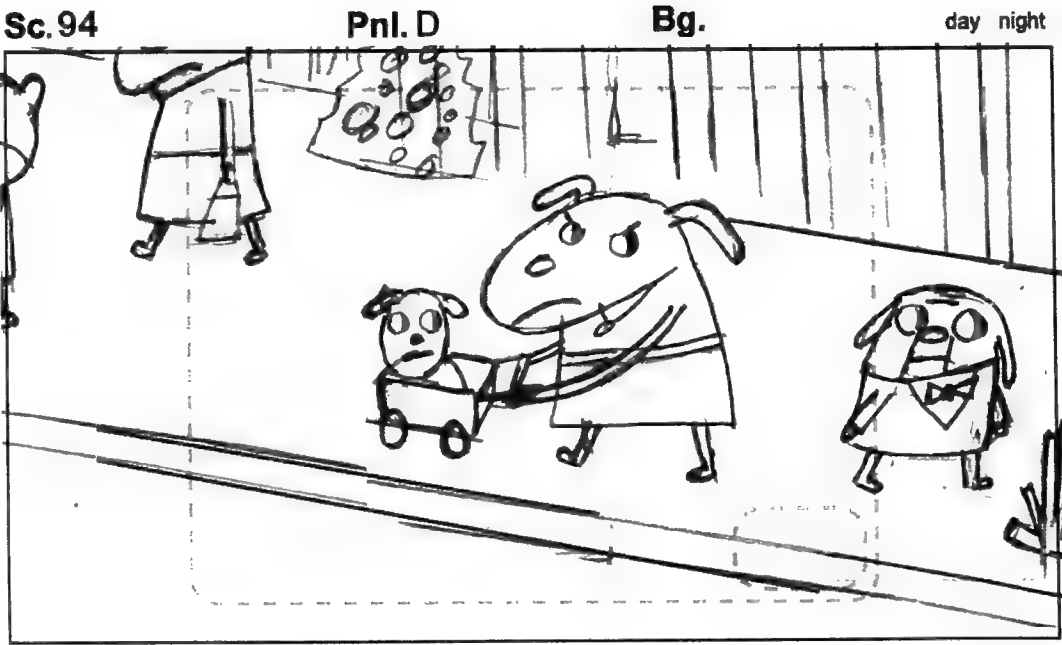
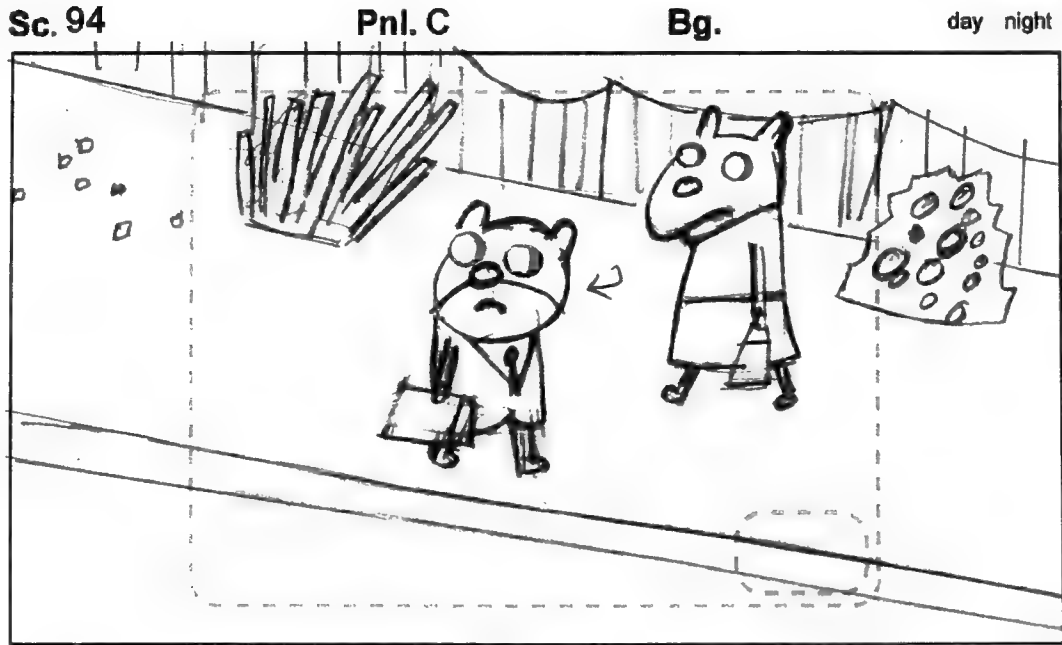
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:	<p><u>Lee</u>: Hey!</p> <p><u>Lee</u>: You're stupid! Yeah, you! (0/5)</p>
Action:	<p>-DOGS TURN,</p>
Timing:	

EPISODE # 1034-232

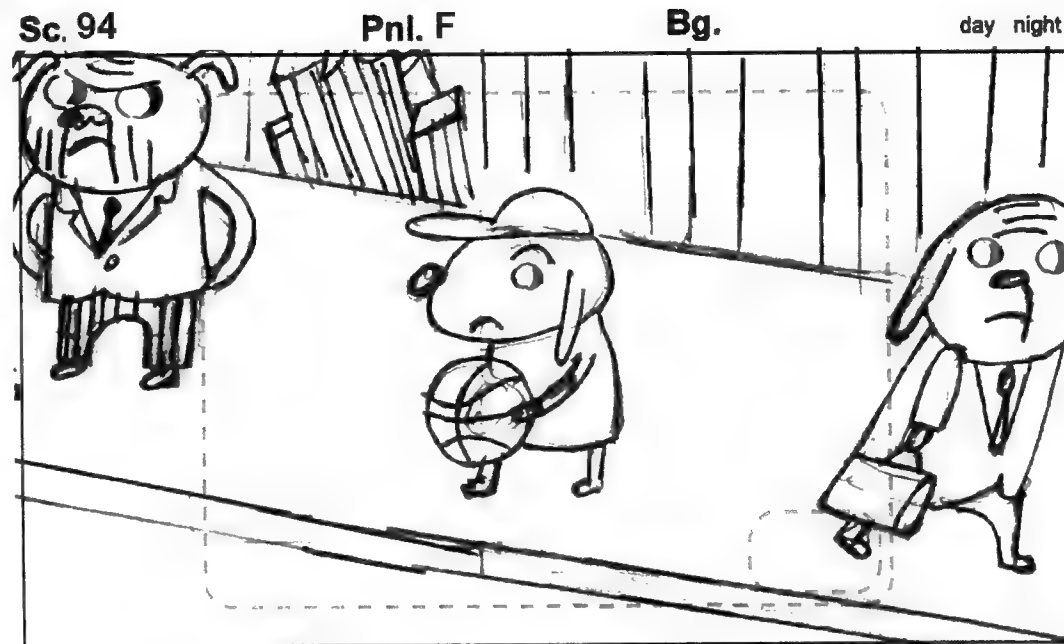
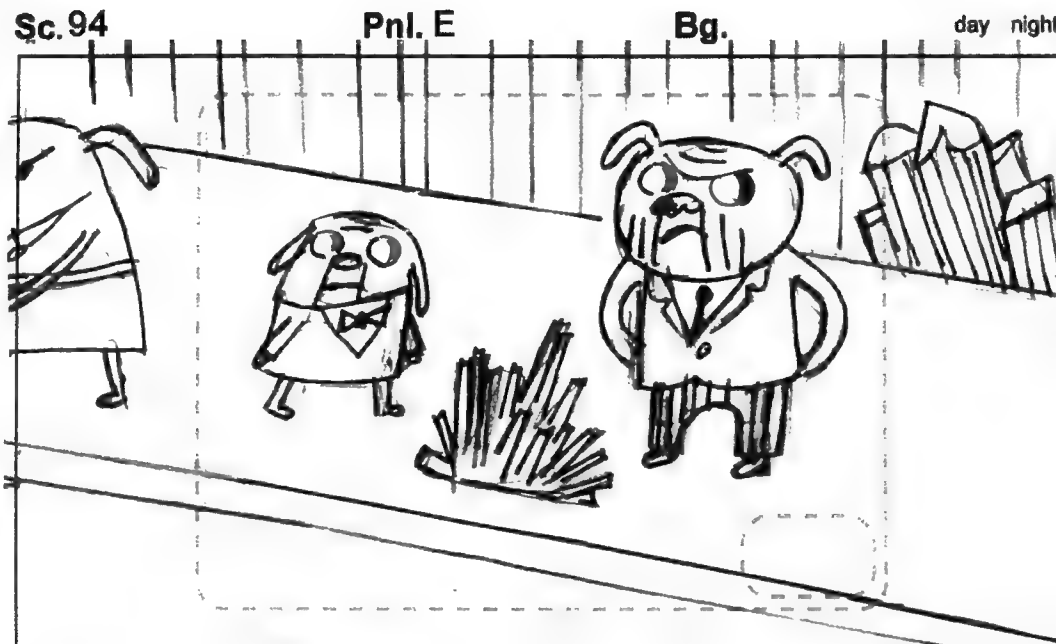
Production :

ADVENTURE TIME



Page 227

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Dialog:

(0/5)
Lee: Bow wow wow . . .

Lee: . . . wow wow wow!

Action:

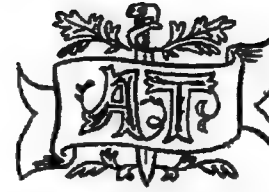
- LEE BARKS AT DOGS.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 228

Sc. 94

Pnl. G

Bg.

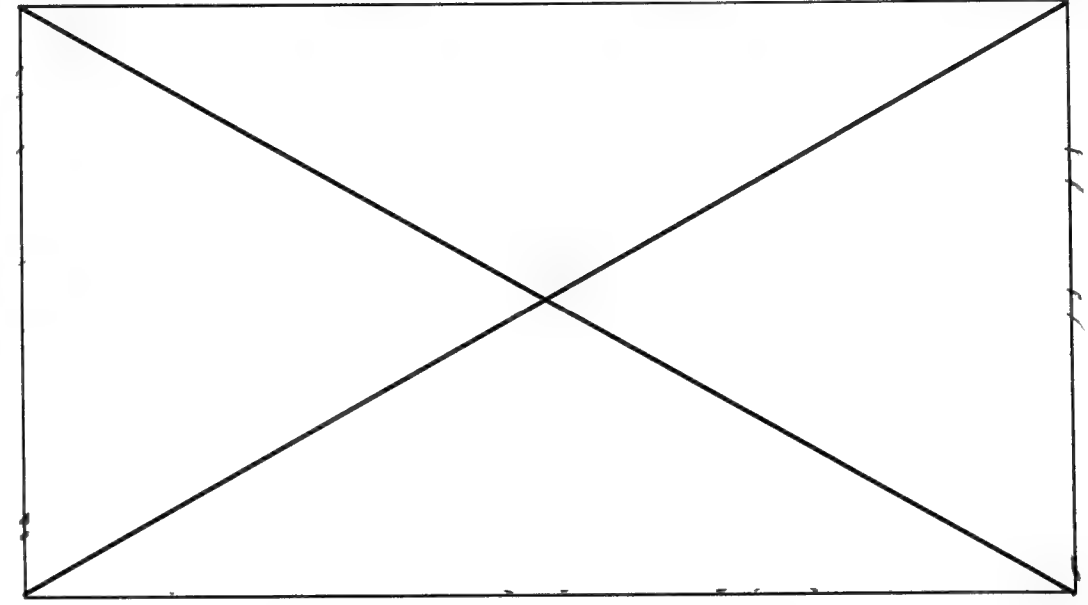
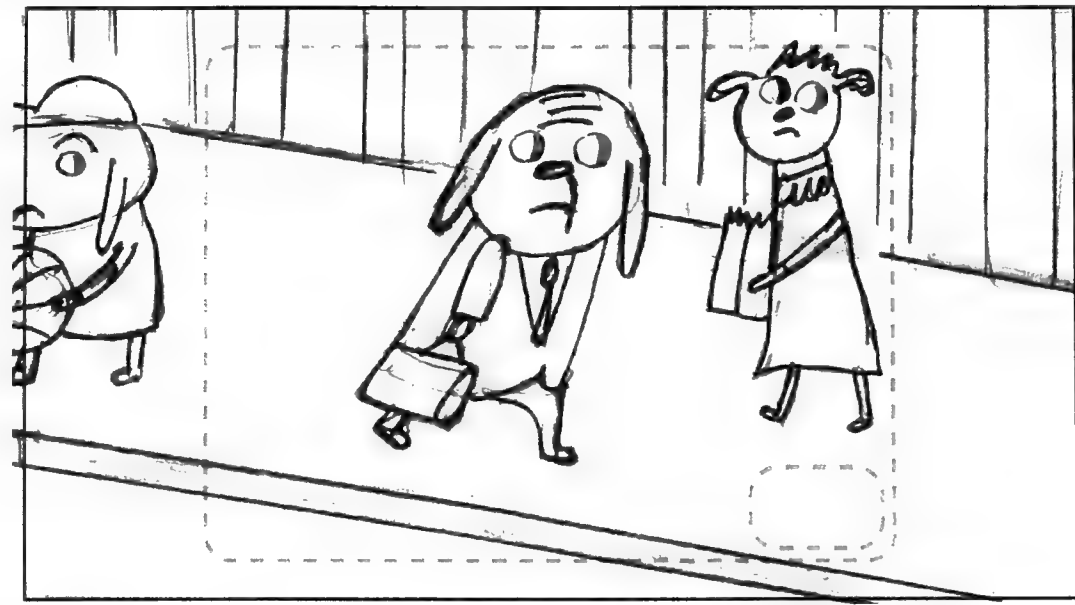
day night

Sc.

Pnl.

Bg.

day night



Dialog:	
<u>Lee:</u> ^(a/s) Ha ha ha!	<u>Lee:</u> Bluh-bluh-bluh-bluh-bluh! [sticking tongue out]
Action:	
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



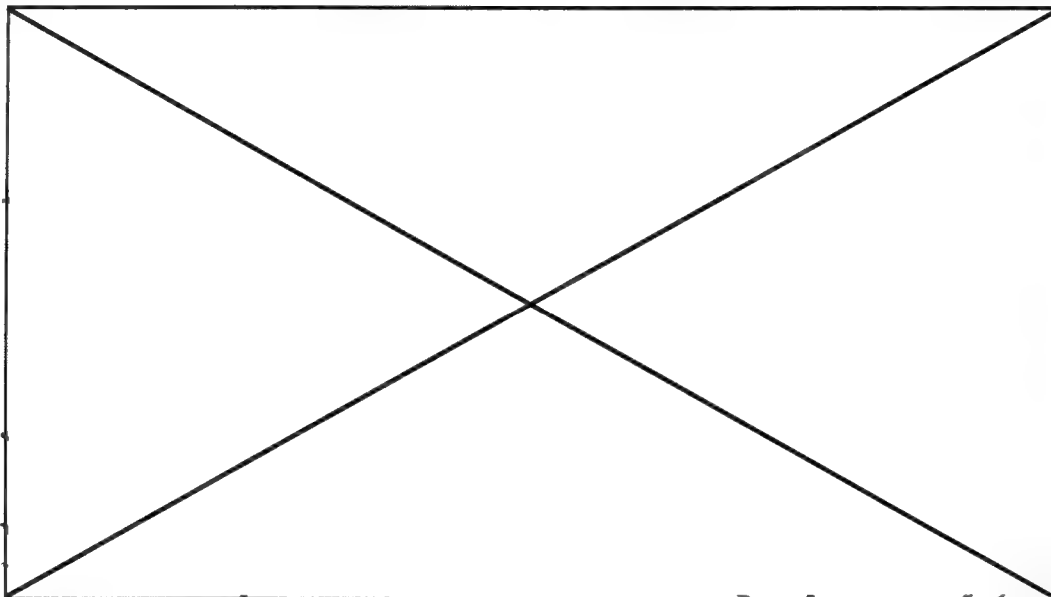
Page **229**

Sc.

Pnl.

Bg.

day night

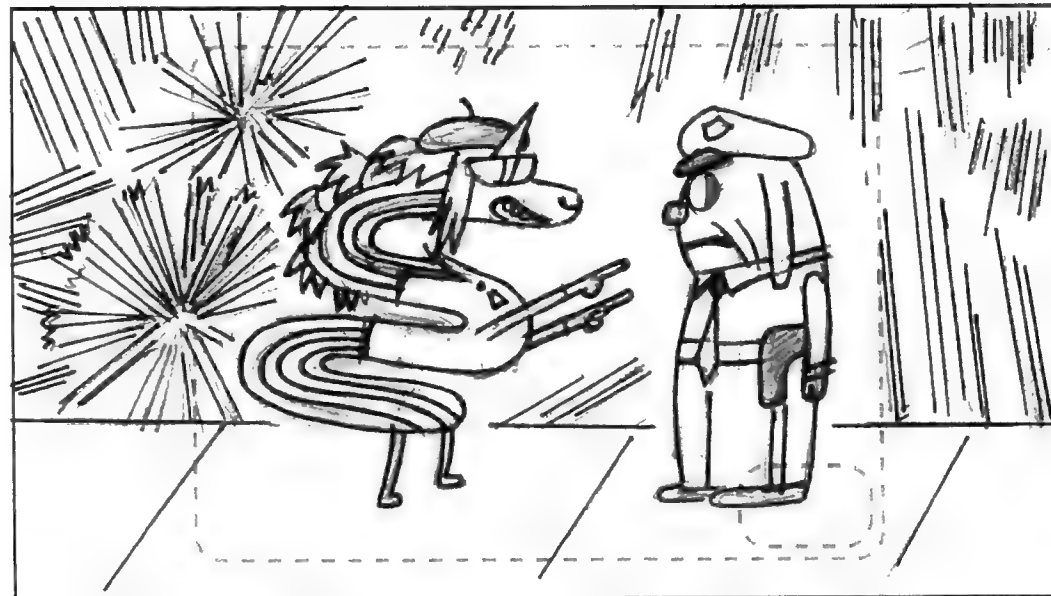


Sc. 96

Pnl. A

Bg.

day night



Dialog:

LR: OH LEE,

Lee: Hey! Dog cop!

Action:

- LEE GAINS OFF/S.

Abrupt cut to: Lee with a dog cop.

Timing:

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ADVENTURE TIME

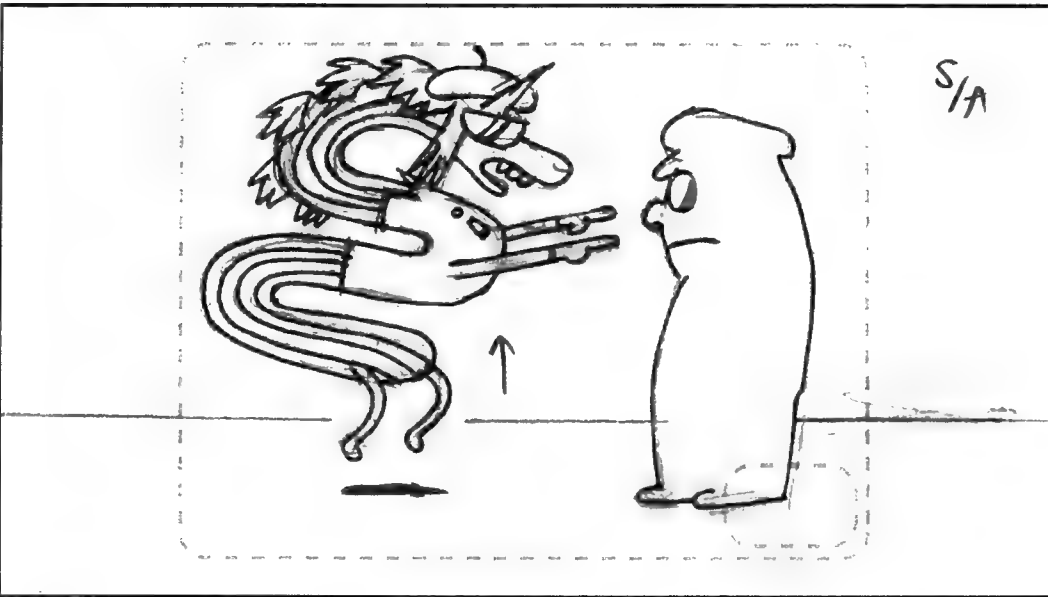


Sc. 96

Pnl. B

Bg.

day night

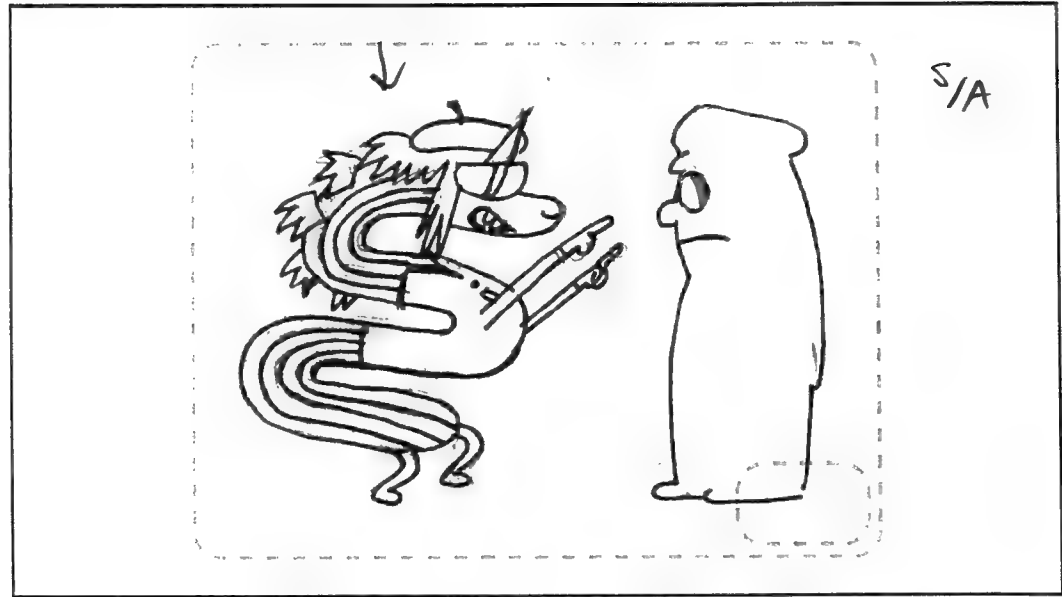


Sc. 96

Pnl. C

Bg.

day night



Dialog:	<p><u>Lee</u>: whatsa matter!</p>
Action:	<p>- LEE HOPS</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME

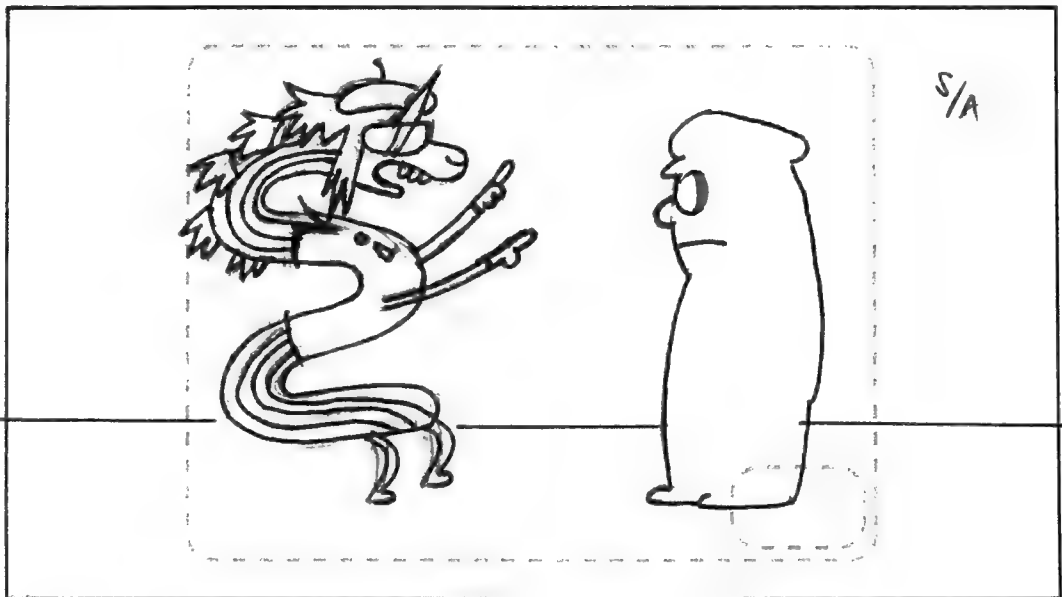


Sc. 96

Pnl. D

Bg.

day night

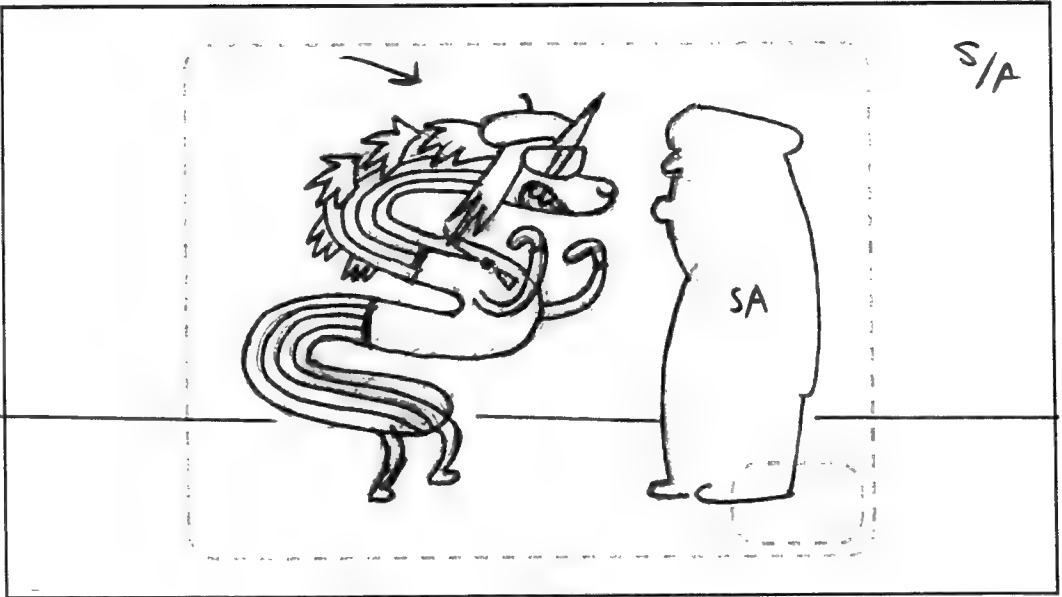


Sc. 96

Pnl. E

Bg.

day night



Dialog:	<p><u>Lee:</u> Not used --</p>
Action:	
Timing:	

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EPISODE # 1034-232

Production :

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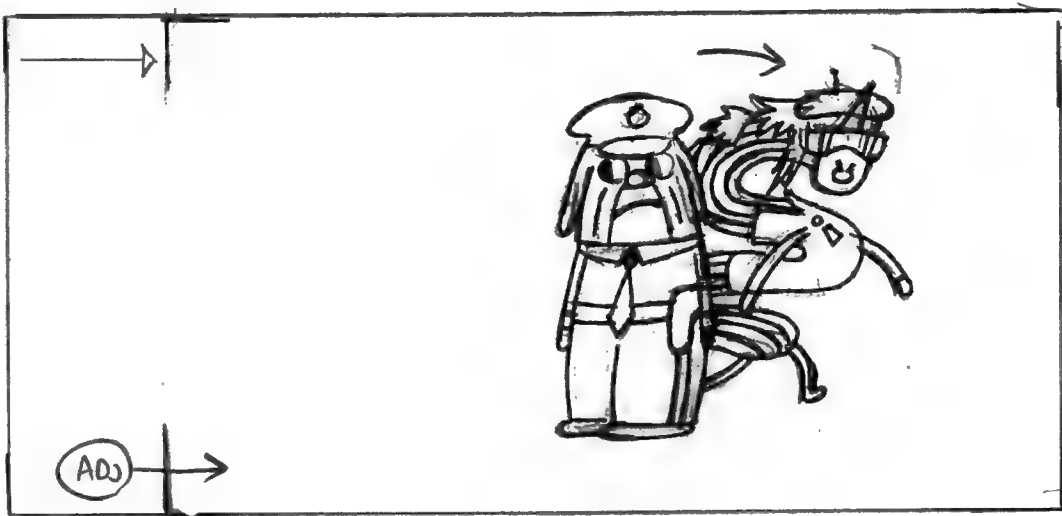
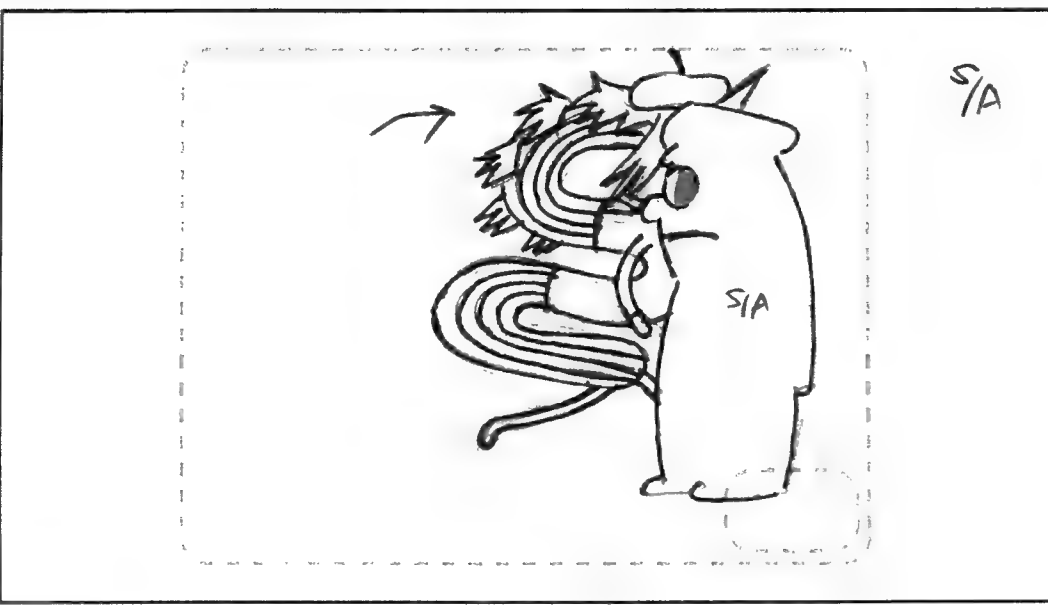
ADVENTURE TIME



Sc. 96 Pnl. F Bg. day night Sc. 96 Pnl. G Bg. day night

START

STOP



EPISODE # 1034-232

Production :

Dialog:	<p><u>Lee</u>: -- rainicorns --</p> <p><u>LEE</u>: TO --</p>
Action:	<p>— Pan with Lee running around dog cop.</p>
Timing:	

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ADVENTURE TIME



Sc. 96

Pnl. H

Bg.

day night

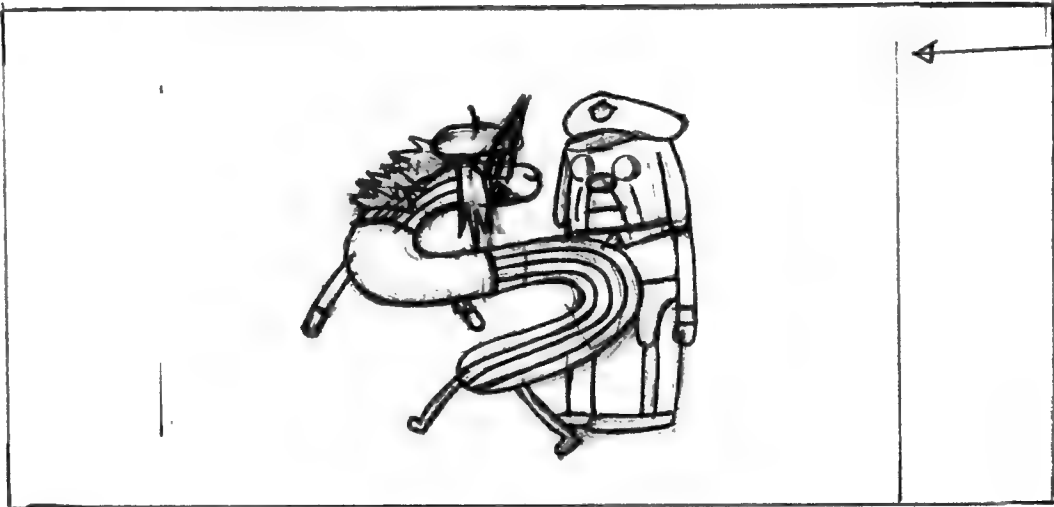
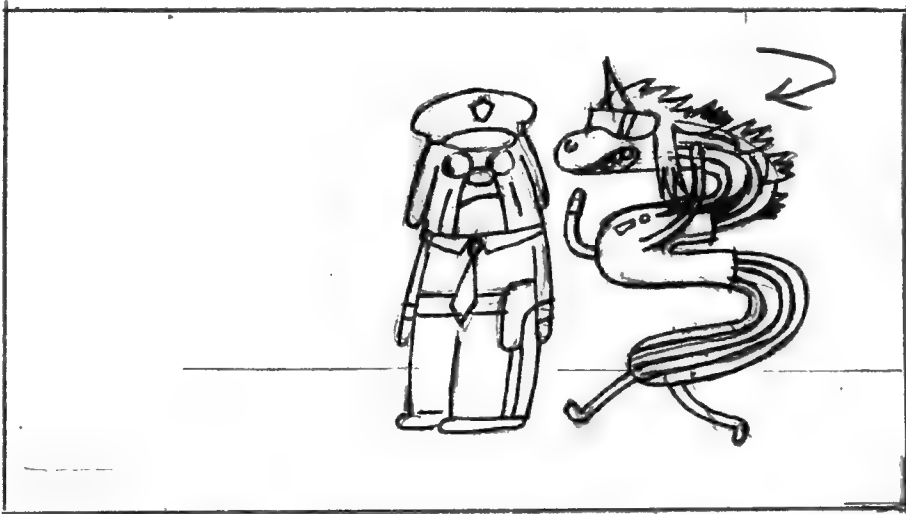
Sc. 96

← (ADJ)

Pnl. I

Bg.

day night



Stop

Dialog:
Action:
Timing:

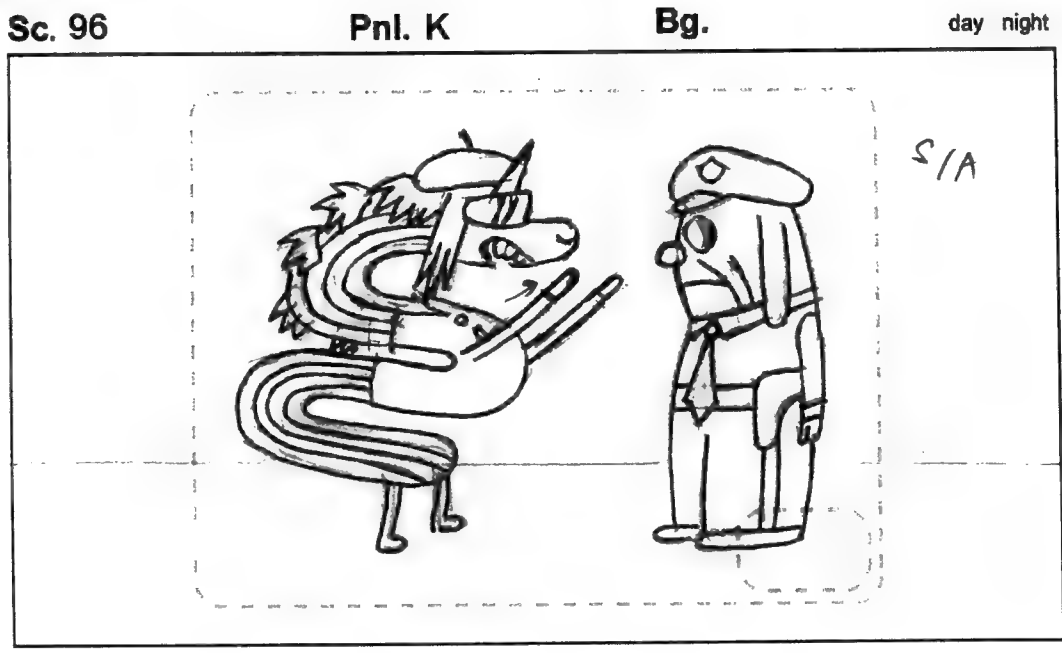
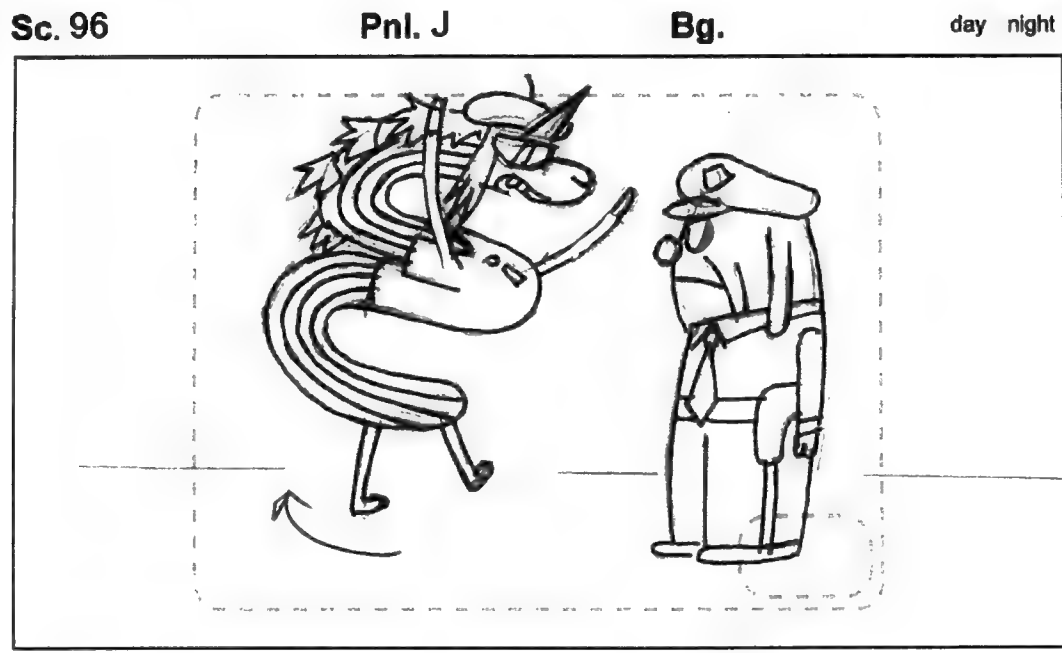
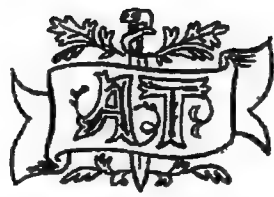
-ADJ. w/ LEE.

EPISODE # 1034-232

Production :

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ADVENTURE TIME

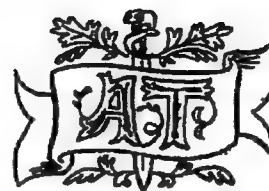


Dialog:	<u>Lee</u> : -- standing up to you!
Action:	
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME

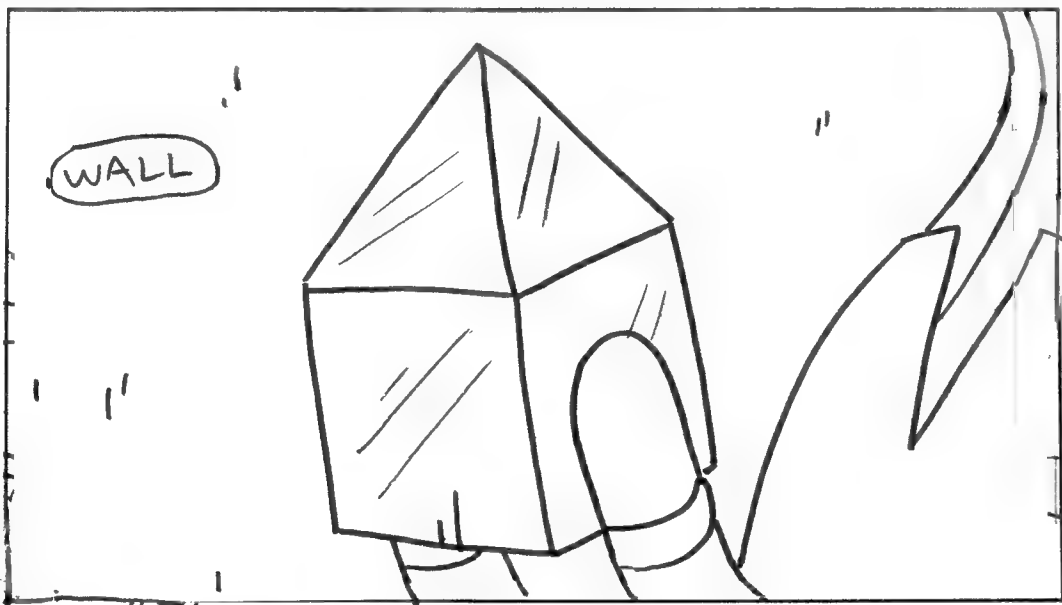


Sc. 97

Pnl. A

Bg.

day night

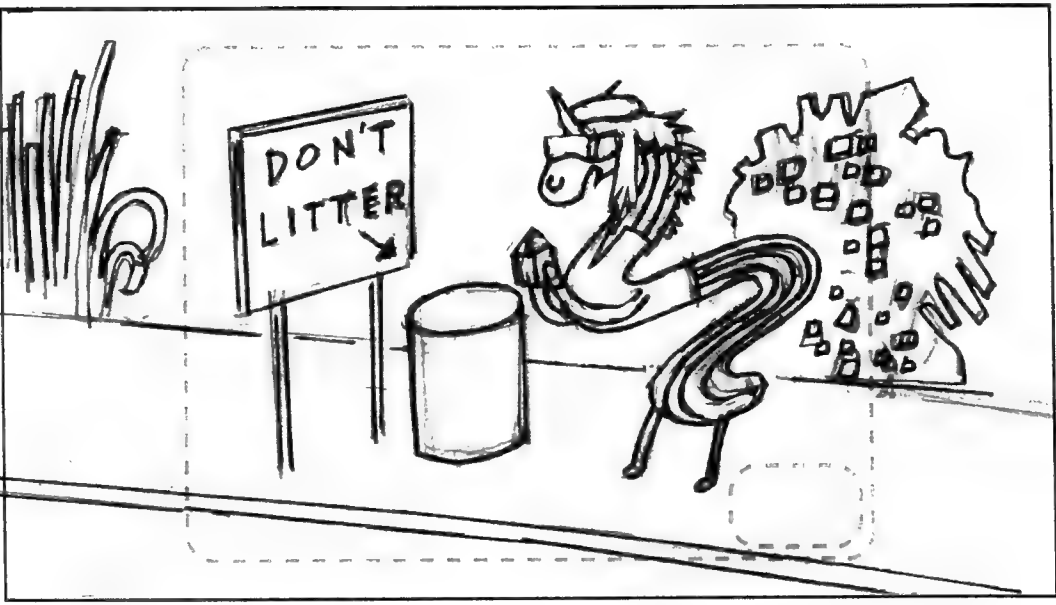


Sc. 98

Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>SFX:</u> Vrooom</p> <p><u>Lee:</u> Ha ha ha! I hate dogs, baby!</p>	<p><u>Lee:</u> Dogs with their stupid rules . . .</p>
<p>Action:</p> <p>Lee holds a crystal device.</p>	
<p>Timing:</p>	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 236

Sc. 98

Pnl. B

Bg.

day night

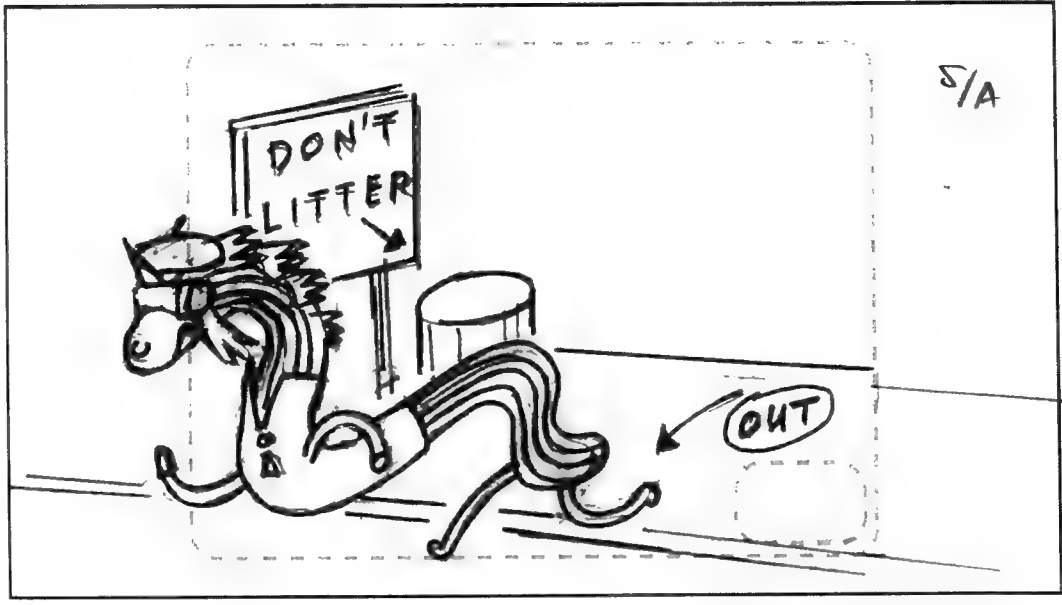


Sc. 98

Pnl. C

Bg.

day night



Dialog:	<u>Lee</u> : . . . telling rainicorns what to do . . .	
Action:	Lee puts the crystal device into trash can.	Lee runs out, quickly.
Timing:		

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EPISODE # 1034-232

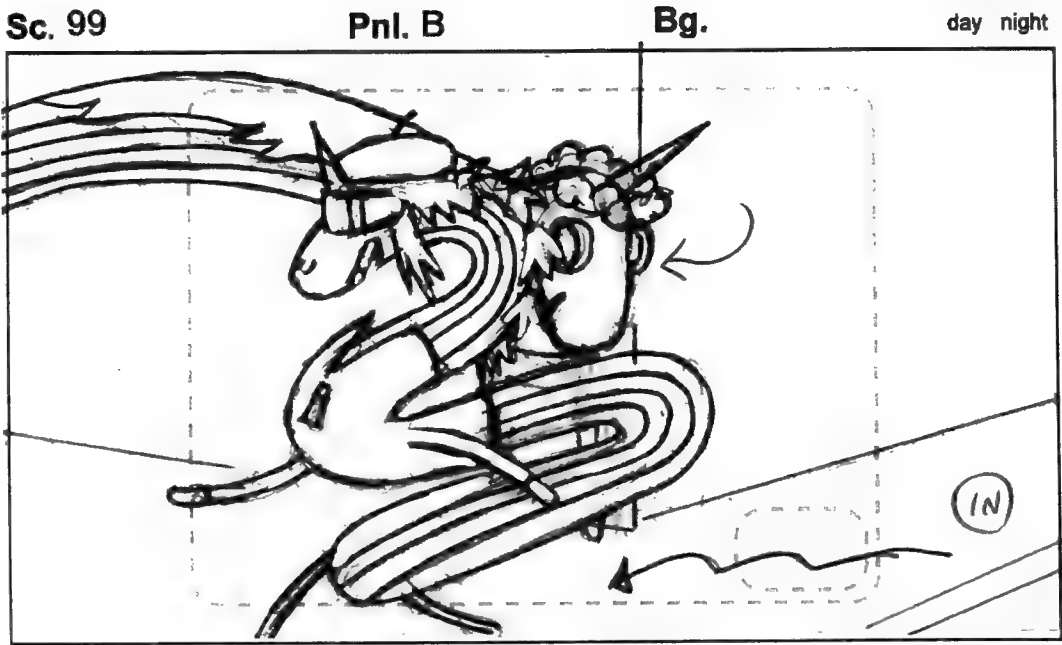
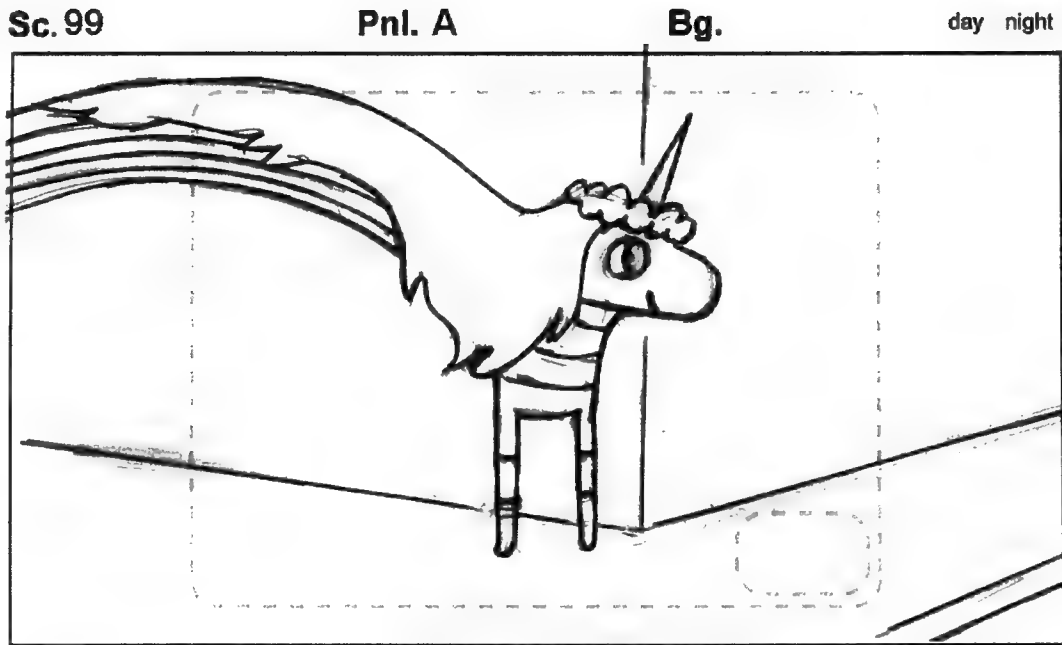
Production :

ADVENTURE TIME



Page 237

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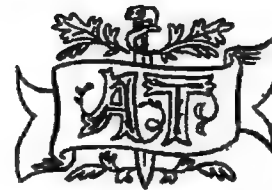


Dialog:	<u>Lee</u> : Heh heh heh . . .
Action:	-LEE RUNS QN/S. -LADY TRACKS LEE
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



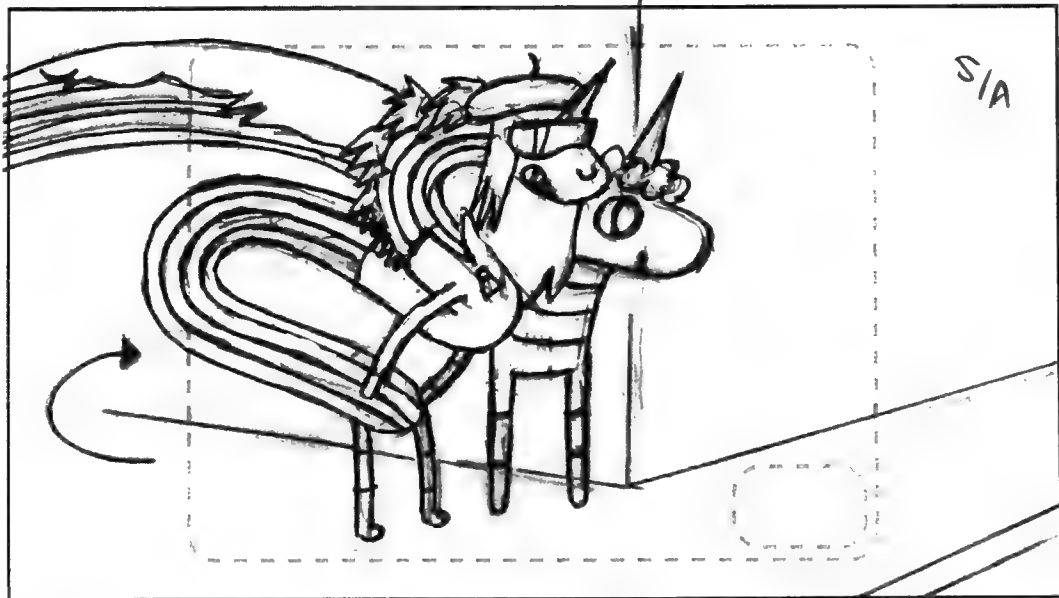
Page 238

Sc. 99

Pnl. C

Bg.

day night

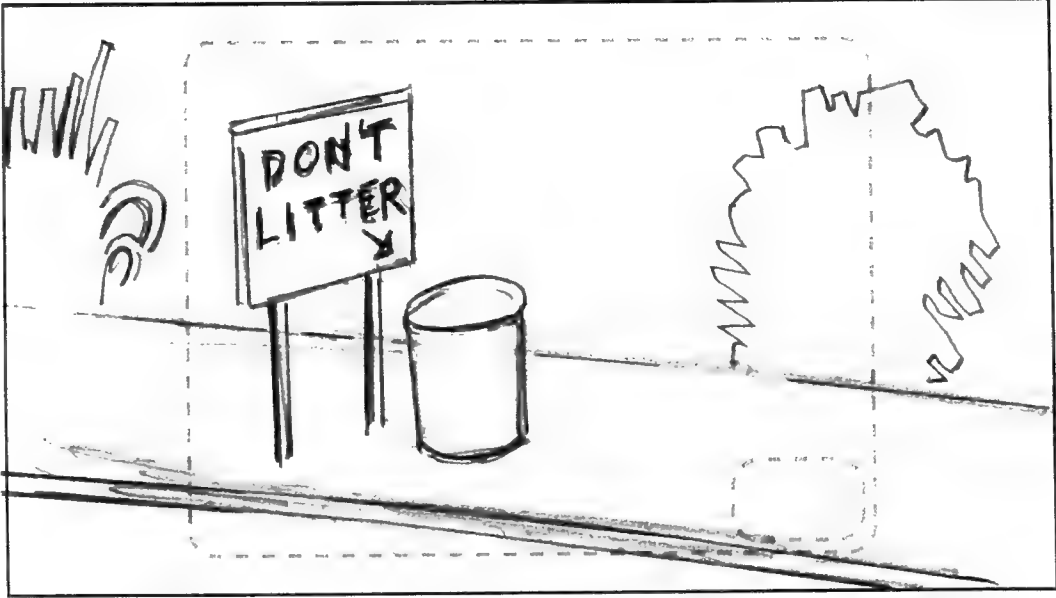


Sc. 100

Pnl. A

Bg.

day night



Dialog:

Lee: Get a load of this, baby!

Action:

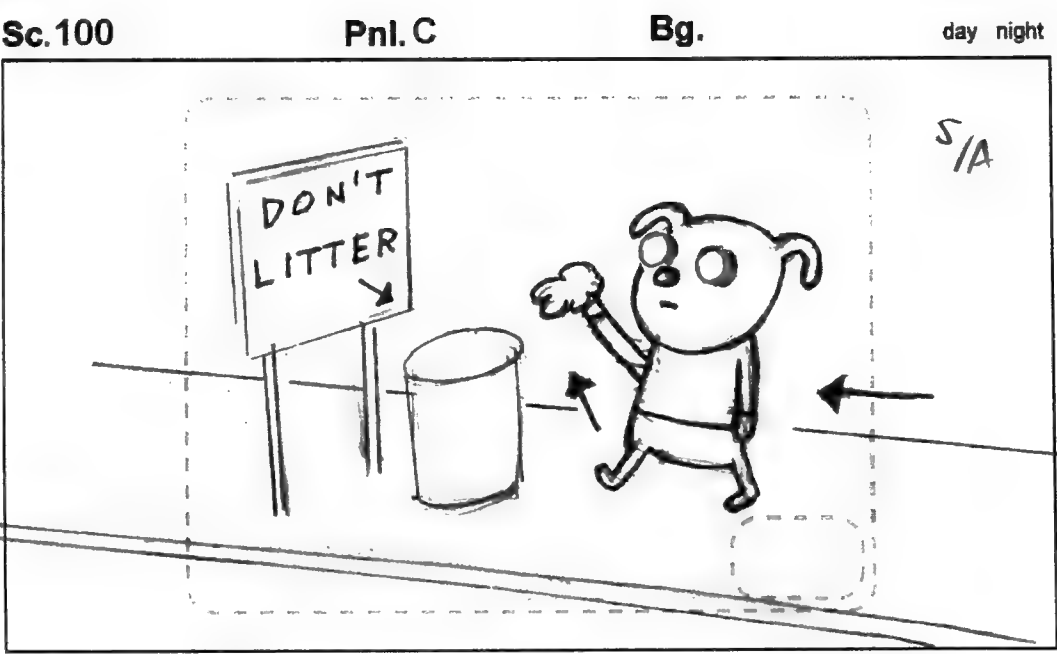
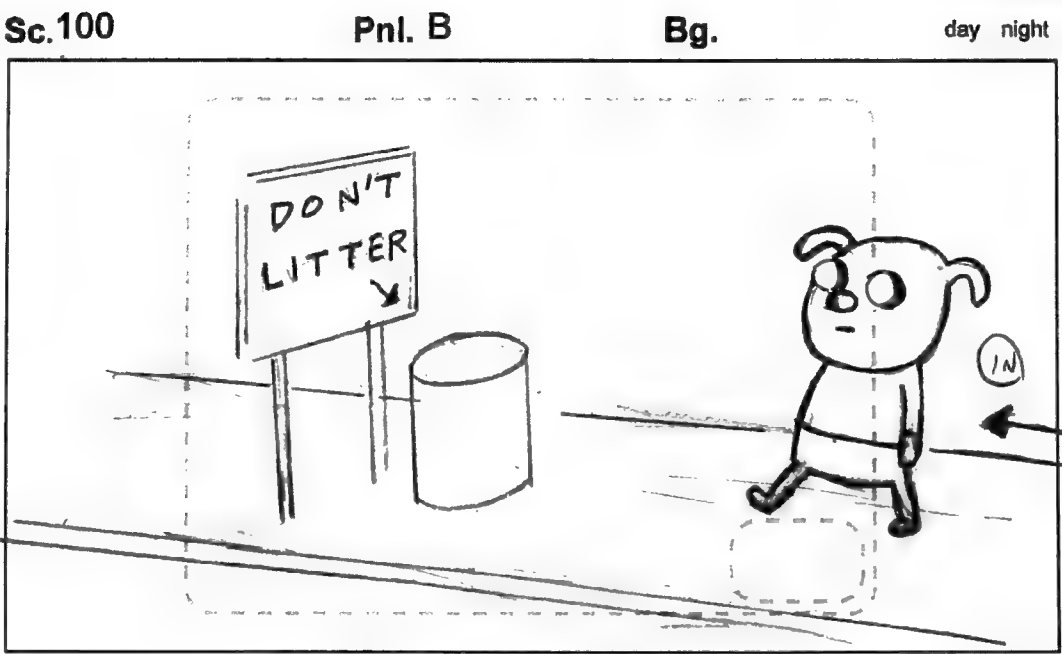
Timing:

EPISODE # 1034-232

Production :

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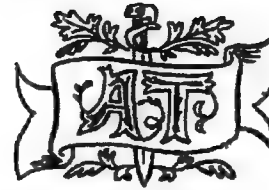
ADVENTURE TIME



Dialog:	
Action:	<div>A dog enters.</div> <div>The dog goes to put some trash into the trash can.</div>
Timing:	

EPISODE # 1034-232 Production :

ADVENTURE TIME



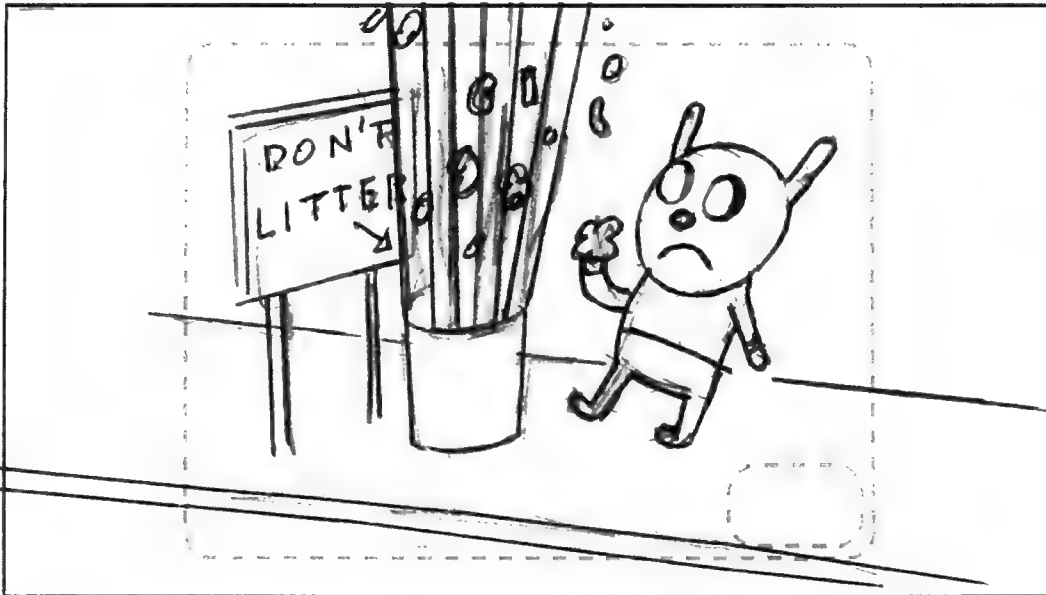
Page 240

Sc. 100

Pnl. D

Bg.

day night

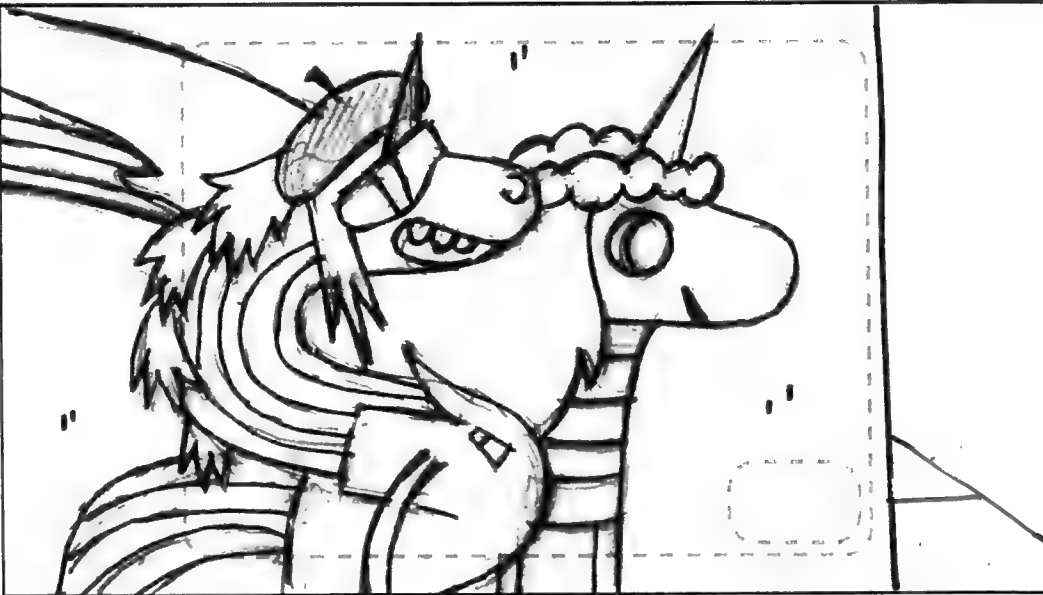


Sc. 101

Pnl. A

Bg.

day night



Dialog:

SFX: FOOM!

Lee: Ha ha ha! "BOOM!"

LR: OH. LEE...

Action:

A rainbow explodes from the trash can,
shooting trash up into the air.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Page 241

Sc.102

Pnl. A

Bg.

day night

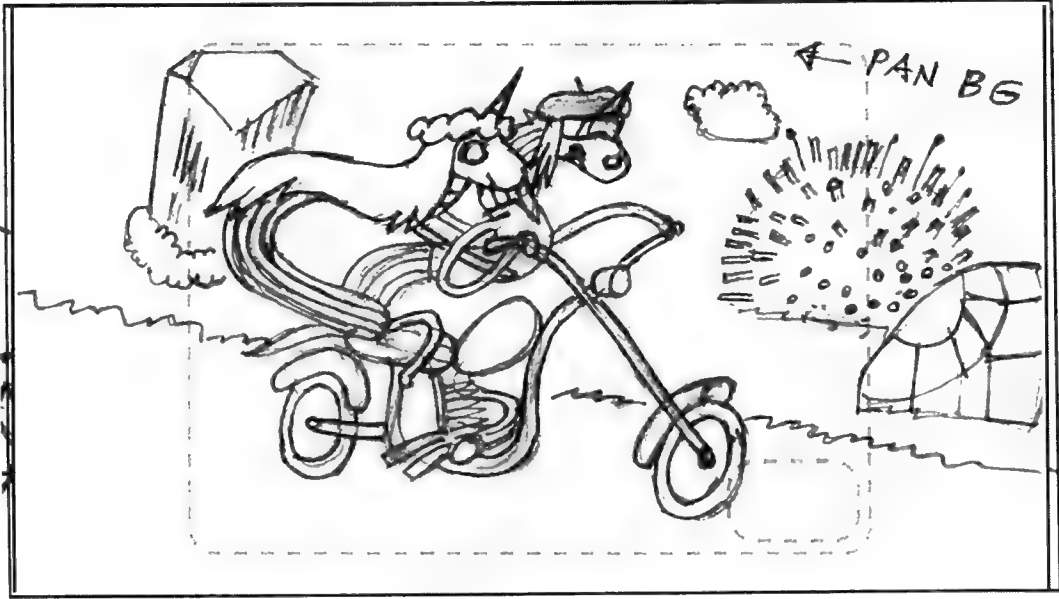


Sc.103

Pnl. A

Bg.

day night



Dialog:

SFX: Plop plop plop.

FX: Vrooom.

Lee: Ha ha ha! Did you see that, baby?
I'm the greatest!

Action:

Trash settles on dog.

ALT

Lee: Ha ha ha dogs!

Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME



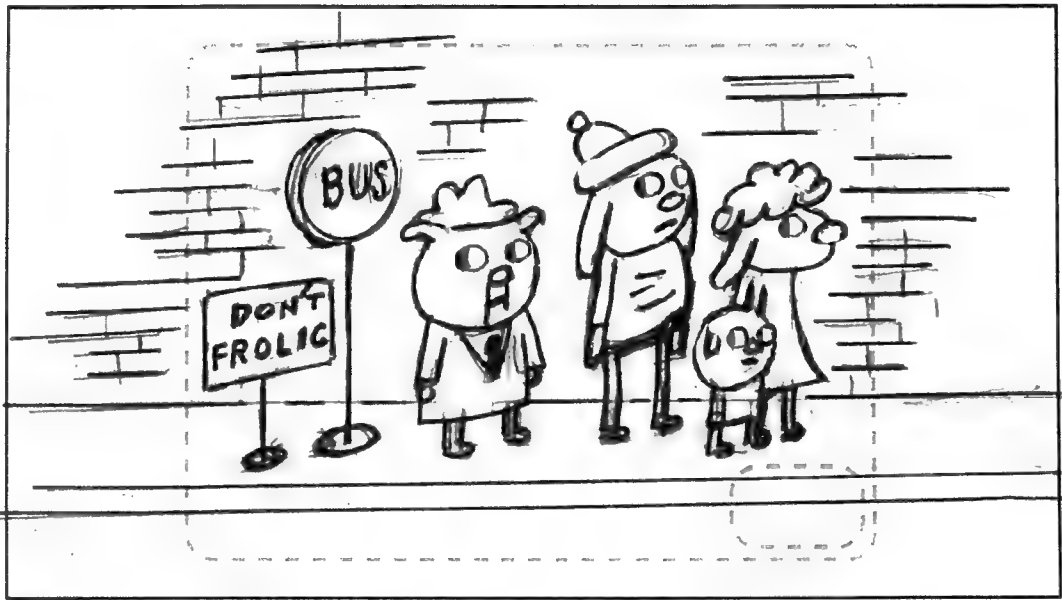
Page 242

Sc. 104

Pnl. A

Bg.

day night

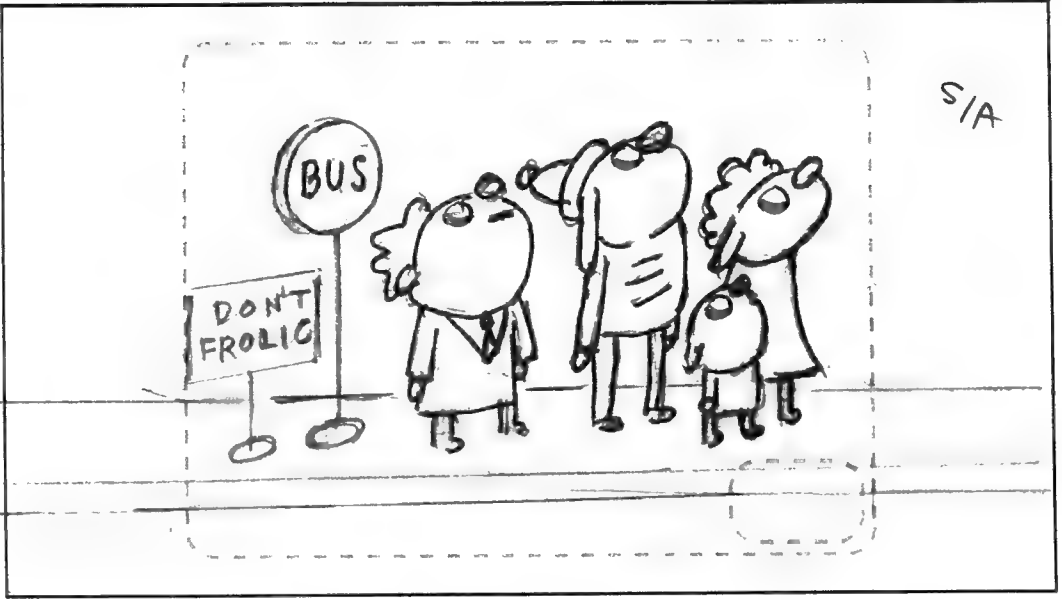


Sc. 104

Pnl. B

Bg.

day night



Dialog:

SFX: Tweet tweet tweet!

SFX: Tweet tweet tweet!

Action:

On dogs waiting for a bus. (Looking in the direction of the bus.)

- DOGS Look UP.

Timing:

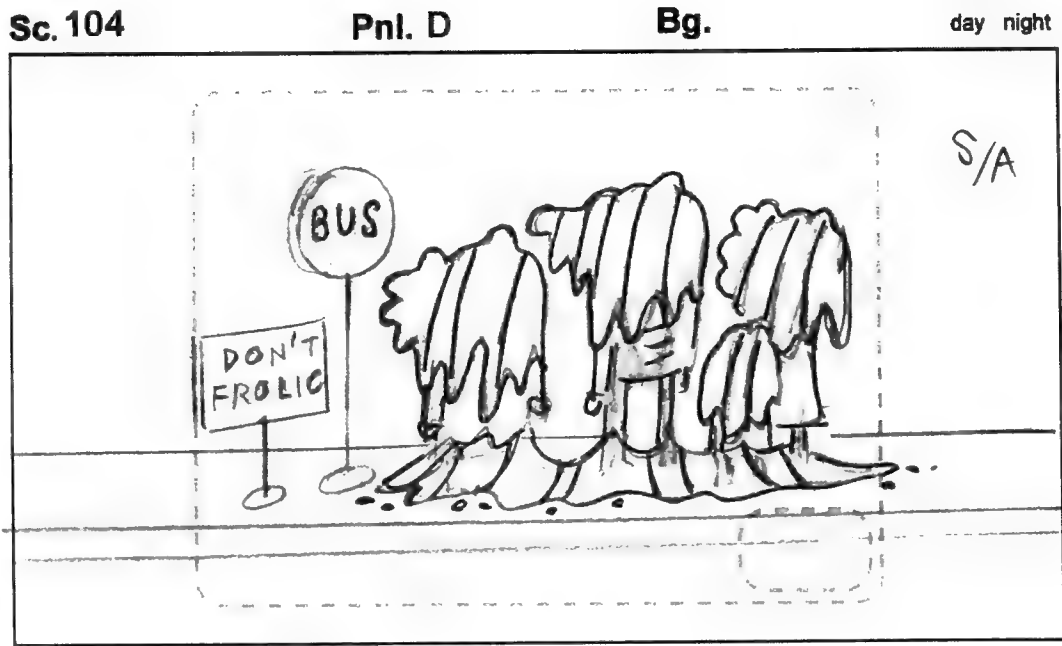
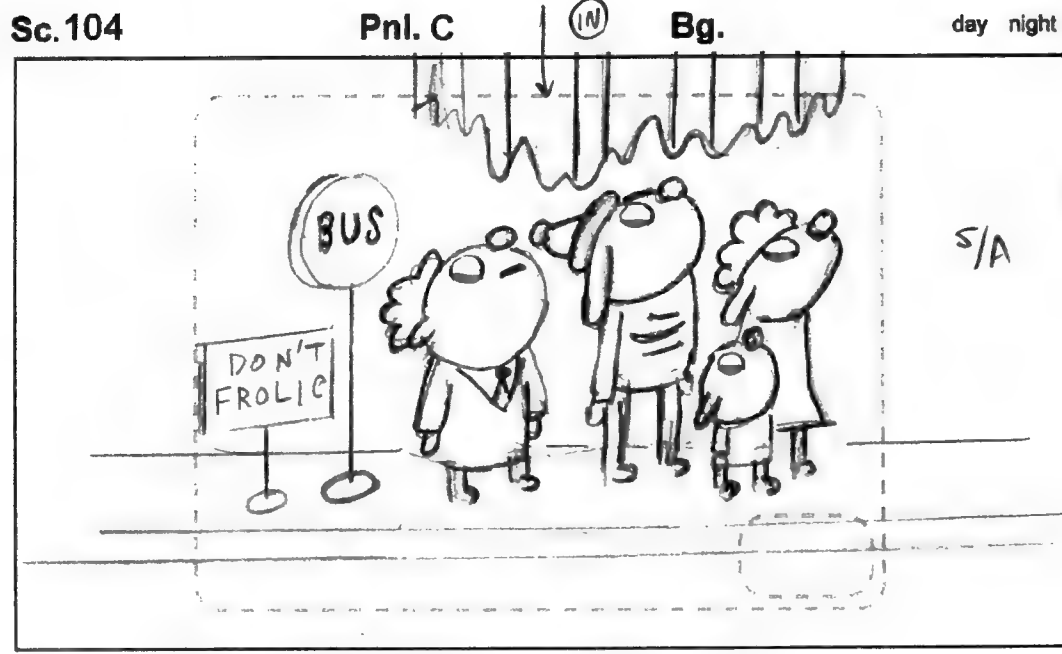
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ADVENTURE TIME



Dialog:		<u>SFX:</u> * SPLSHH! *	
Action:	— Some rainbow-colored paint falls down,		Rainbow colors cover the dogs.
Timing:			

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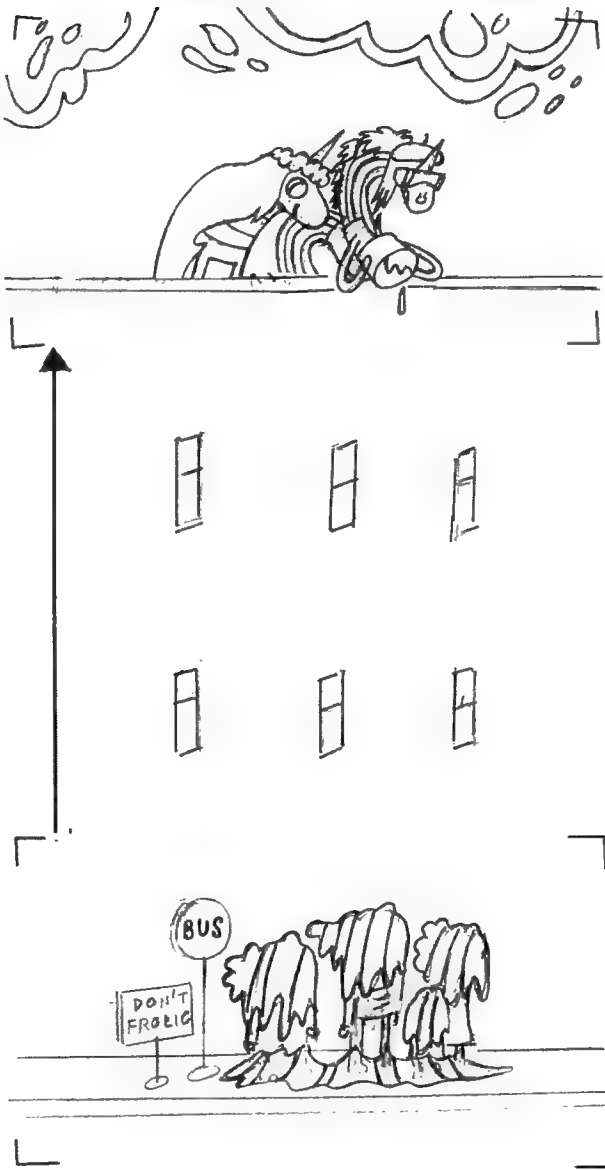
ADVENTURE TIME



Sc. 104

Pnl. E

Bg.



Dialog:

Action:

Timing:

day night

Sc. 104

Pnl. F

Bg.

day night

STOP



PAN

START

Lee: Ha ha ha!

stop pan at top of roof.

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ADVENTURE TIME



No Scs105-106

Page 245

Sc. 104

Pnl. G

Bg.

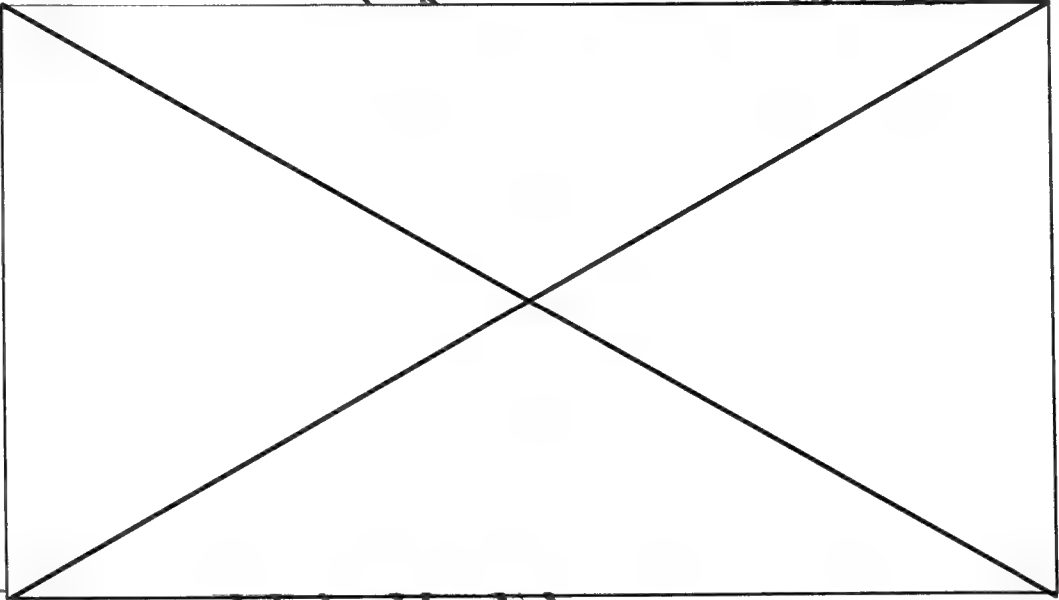
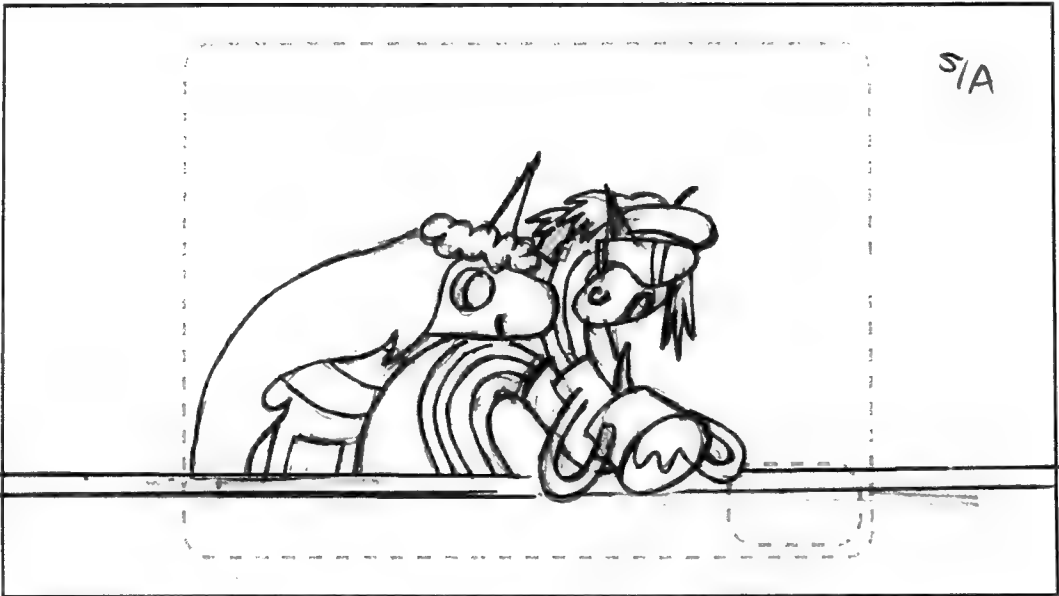
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Lee: I'm going to paint this town red!
And orange, and yellow, green,
blue INDIGO--

Lee: I hate dogs So MUCH, BABY!

Action:

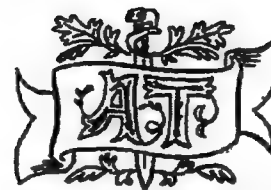
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Page 246

Sc.	Pnl.	Bg.	day night	Sc. 107	Pnl. A	Bg.	day night

Dialog:	Lee (inside): Ha ha ha!
Action:	On exterior of a dumpy apartment. EVENING.
Timing:	

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ADVENTURE TIME



No Sc109

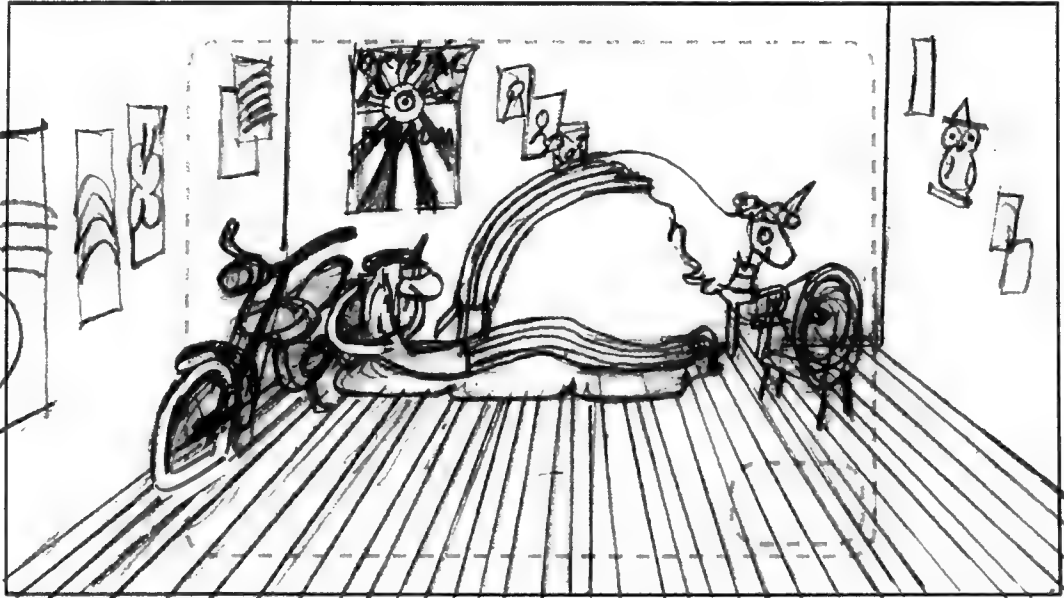
Page 247

Sc. 108

Pnl. A

Bg.

day night

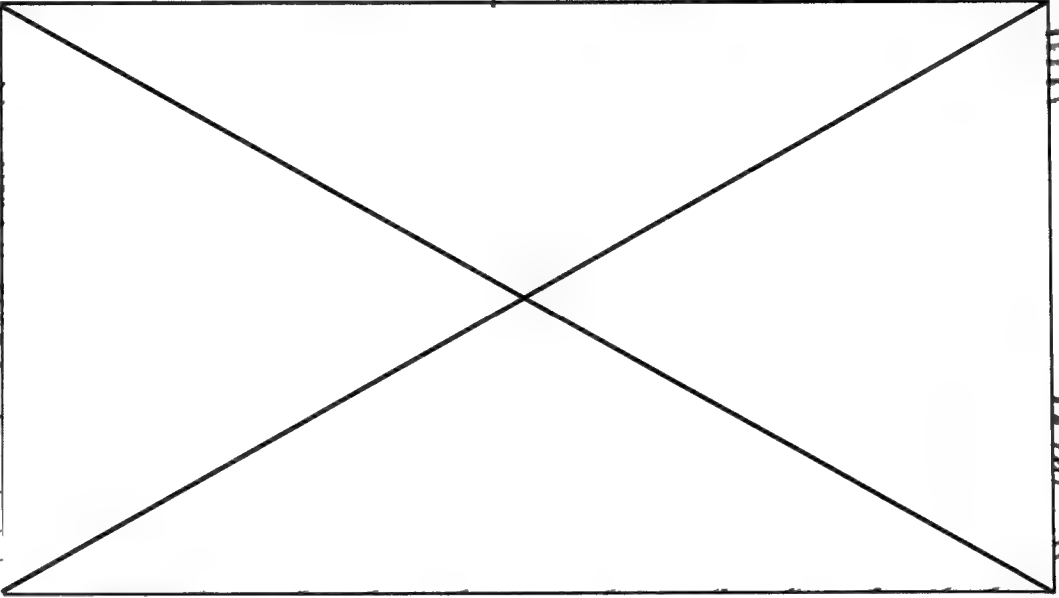


Sc.

Pnl.

Bg.

day night

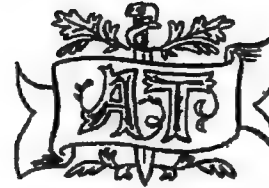


Dialog:	<p><u>Lee:</u> You see how freaked out dogs get, when a rainicorn doesn't follow their rules?</p>	<p><u>Lee:</u> They get totally freaked out! BUT WHY should a rainicorn have to --</p>
Action:	<p>~ In apartment.</p>	
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



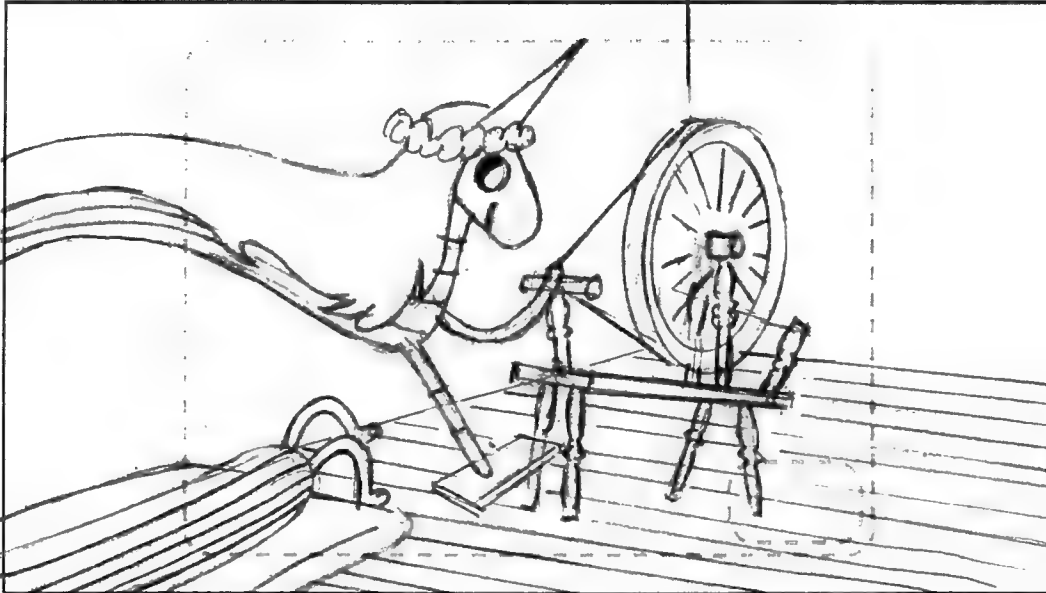
Page 248

Sc. 110

Pnl. A

Bg.

day night

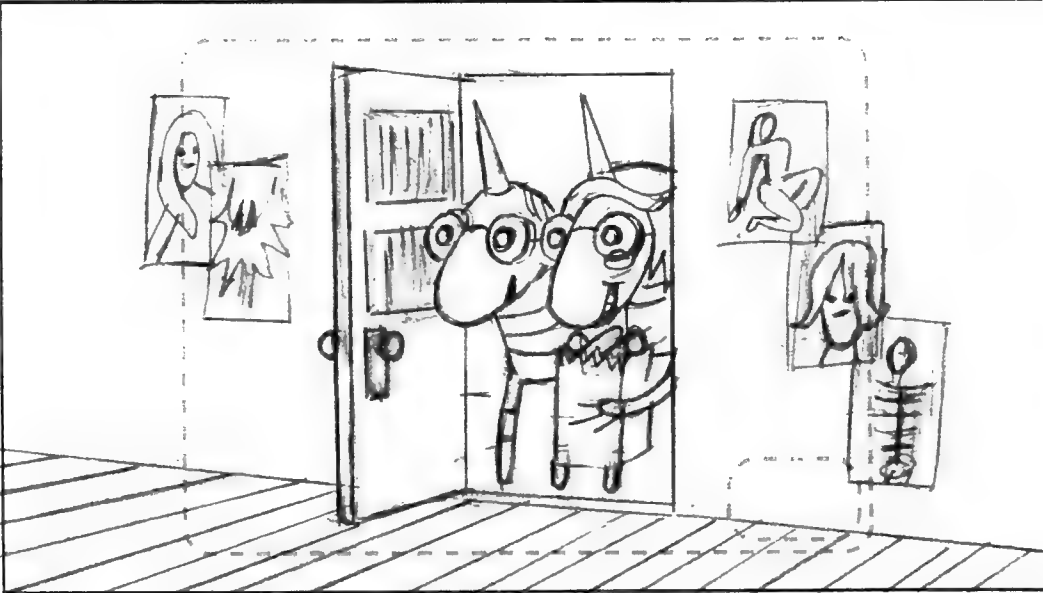


Sc. 111

Pnl. A

Bg.

day night



Dialog: Lee (O.S.): -- follow dog rules?

LR: Yeah.

Mom (O.S): Ding dong!

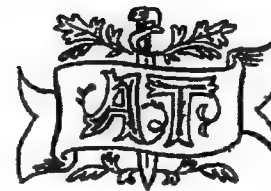
ETHEL: Doting parents delivery service!

Action: - ETHEL works on a spinning wheel.

On Dad and Mom in doorway. EVENING sky outside behind them. Mom is holding a paper bag of groceries.

Timing:

ADVENTURE TIME



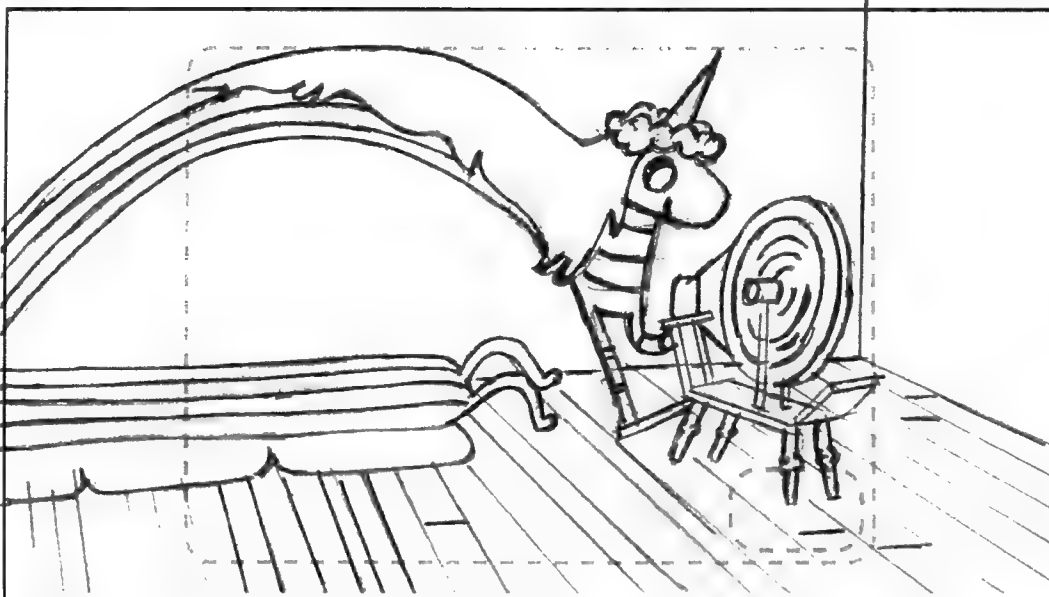
Page 249

Sc. 112

Pnl. A

Bg.

day night

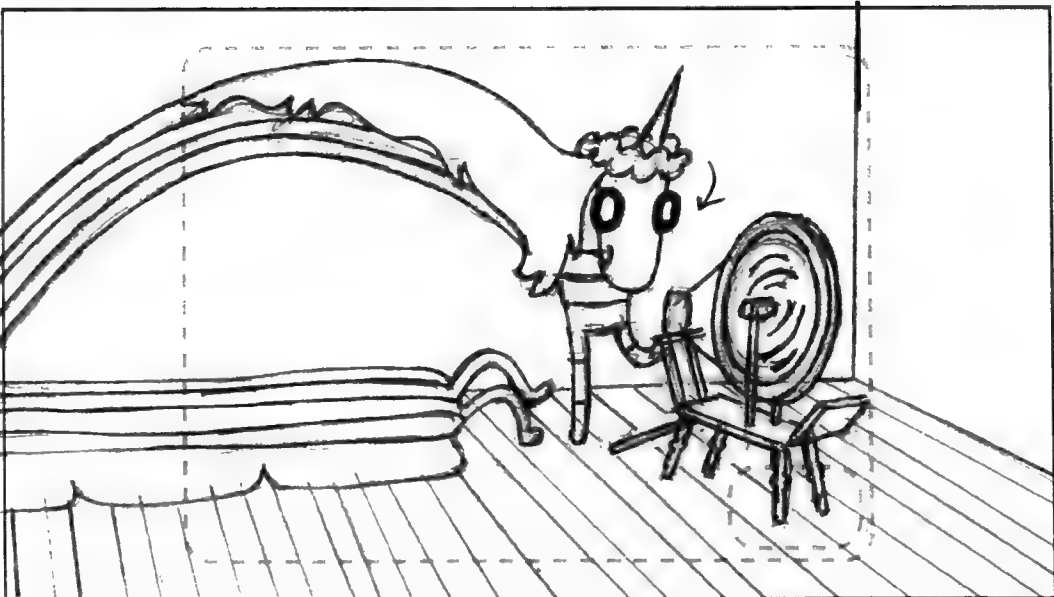


Sc. 112

Pnl. B

Bg.

day night



Dialog:

BOB: Your MOTHER AND I WERE
IN THE NEIGHBORHOOD.

SFX: * RRR-RR... *

Action:

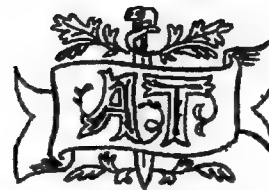
LR looks to Mom.
LR stops spinning (the wheel slows).

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



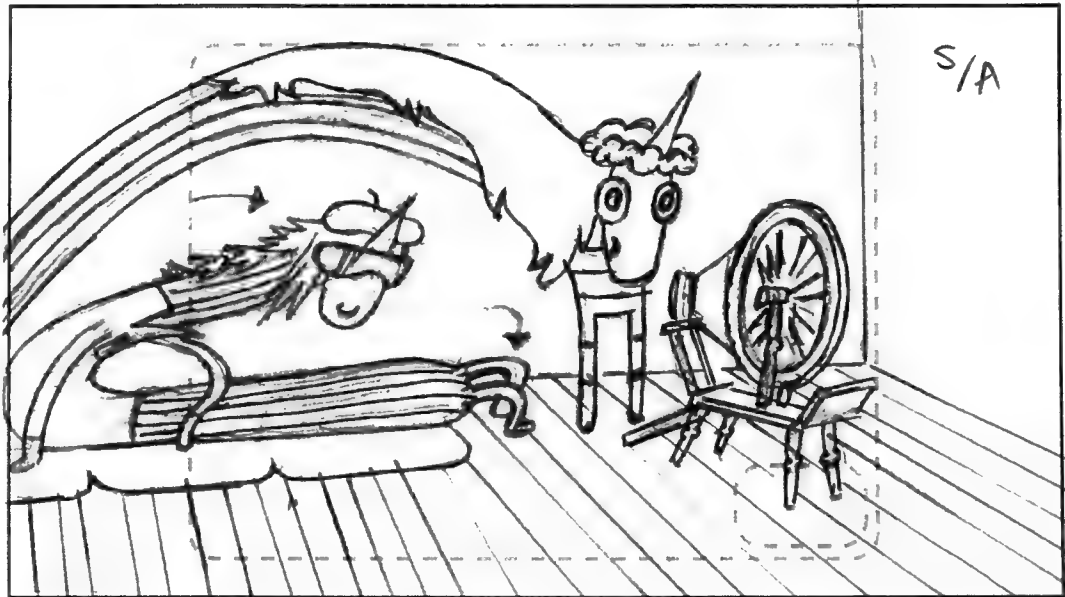
Page 250

Sc. 112

Pnl. C

Bg.

day night

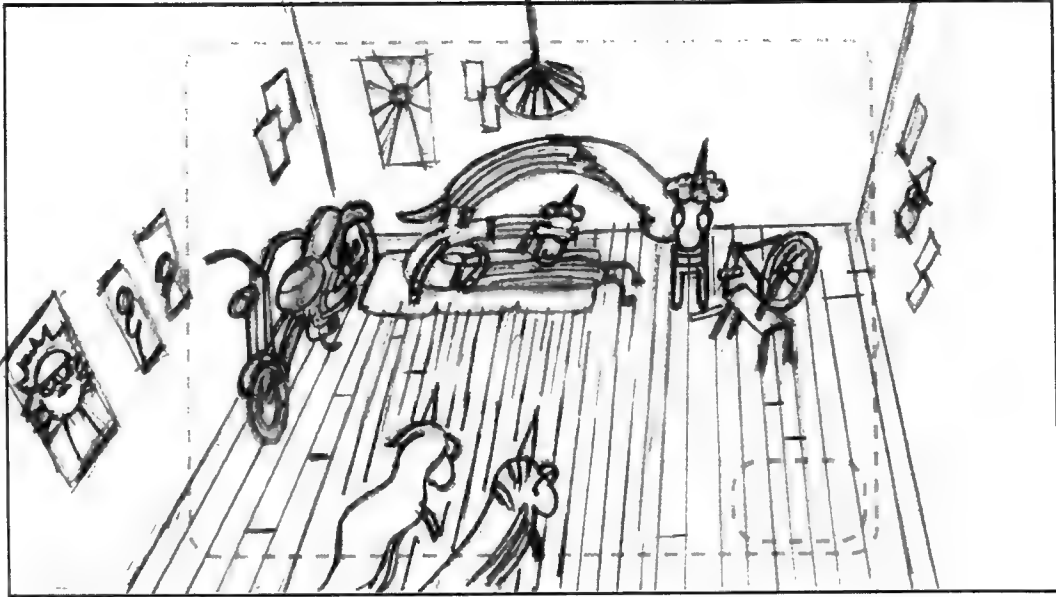


Sc. 113

Pnl. A

Bg.

day night



Dialog:

LEE: (TOSHIRO MIFUNE GRUNT)
HM!

M D

ETHEL: One can't live on --

Action:

Lee leans in.

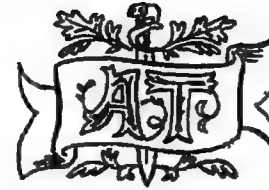
Mom and Dad walk into room.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



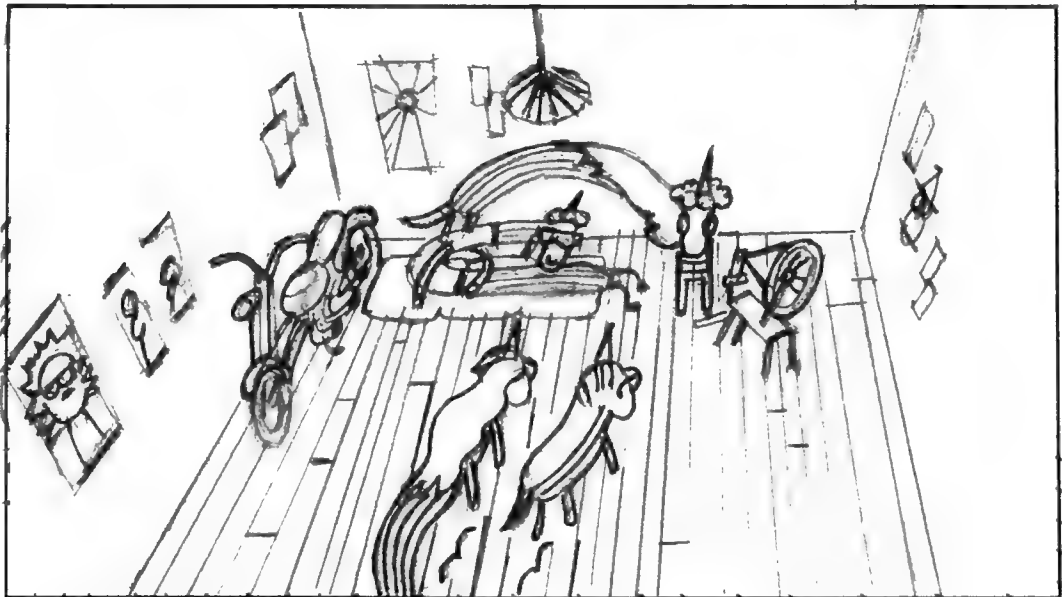
Page 251

Sc. 113

Pnl. B

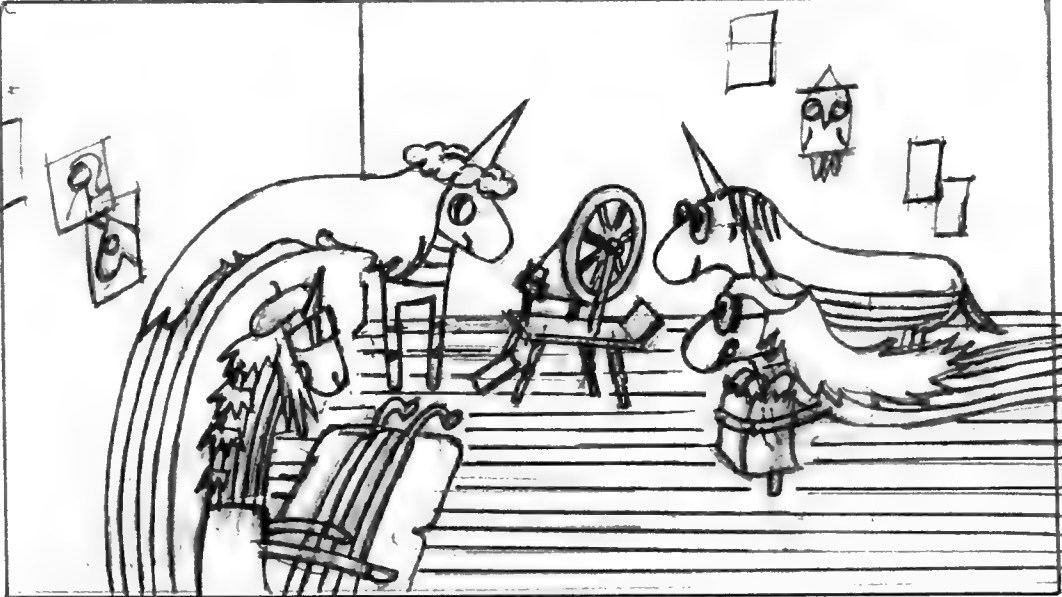
Bg.

day night



Sc. 114

Pnl. A



Dialog:

ETHEL: -- love alone! One must --

ETHEL: -- ALSO HAVE GROCERIES...

Action:

- BOB + ETHEL WALK TOWARDS LADY.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



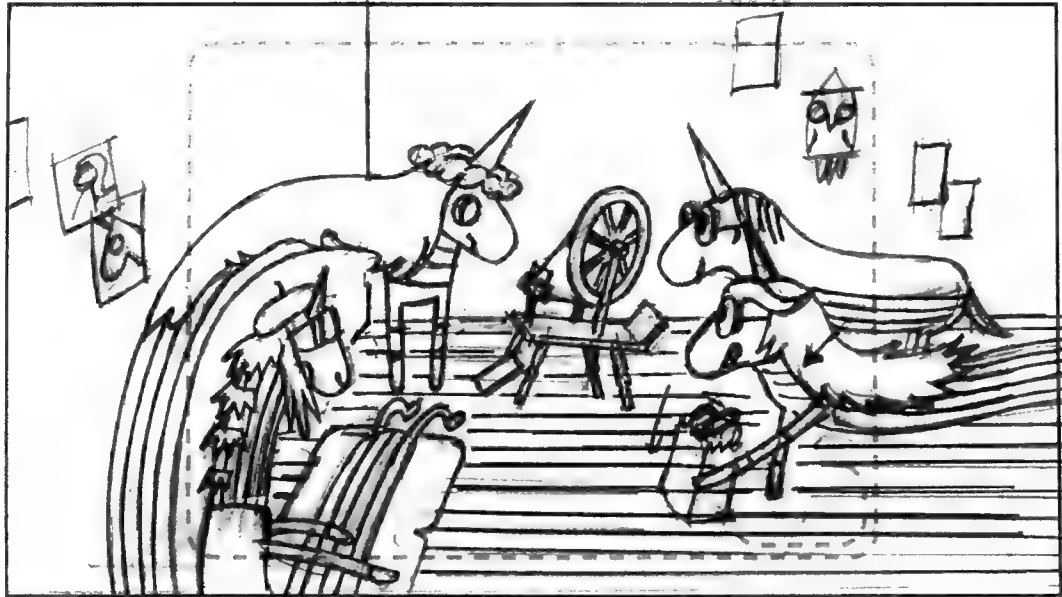
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Sc. 114

Pnl. B

Bg.

day night

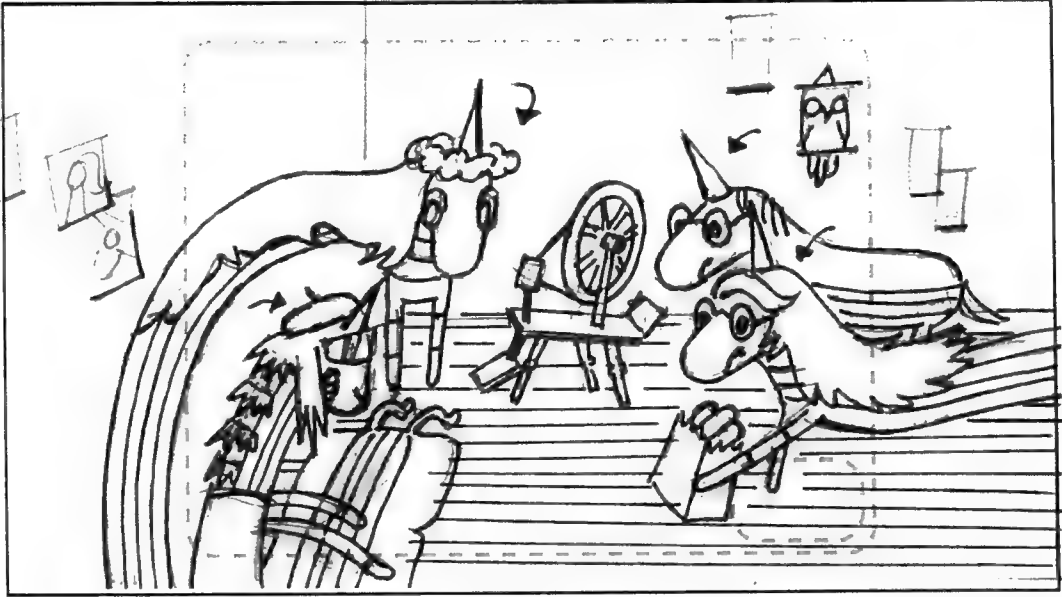


Sc. 114

Pnl. C

Bg.

day night



Dialog:

Lee: Hey, groceries are a dog-driven concept.

Action:

Mom puts down the bag.

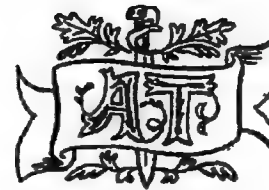
- LR, BOB, ETHEL TURN TOWARDS LEE.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



No Sc116

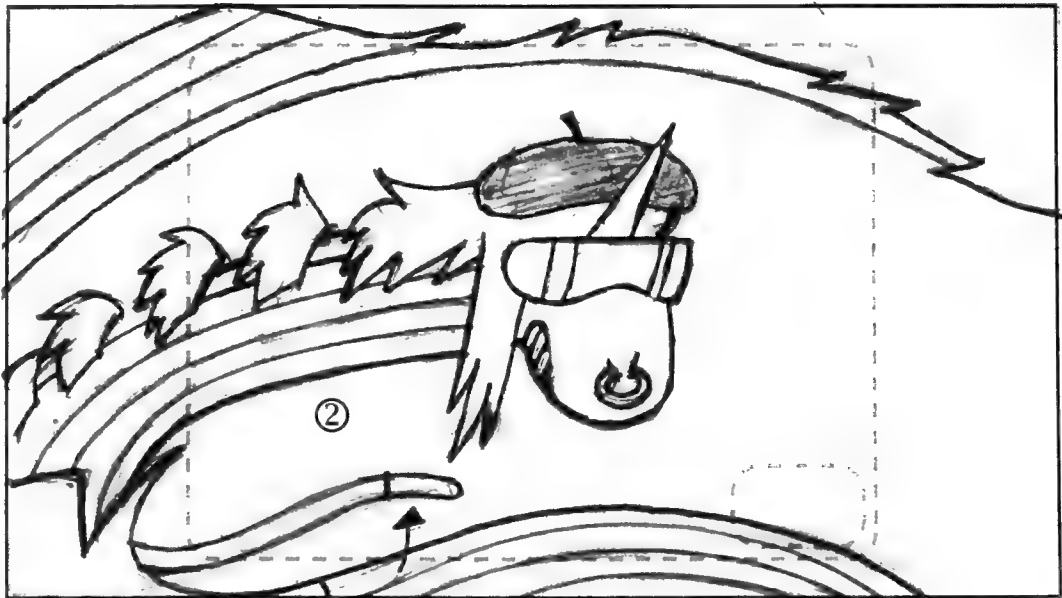
Page 253

Sc.115

Pnl. A

Bg.

day night

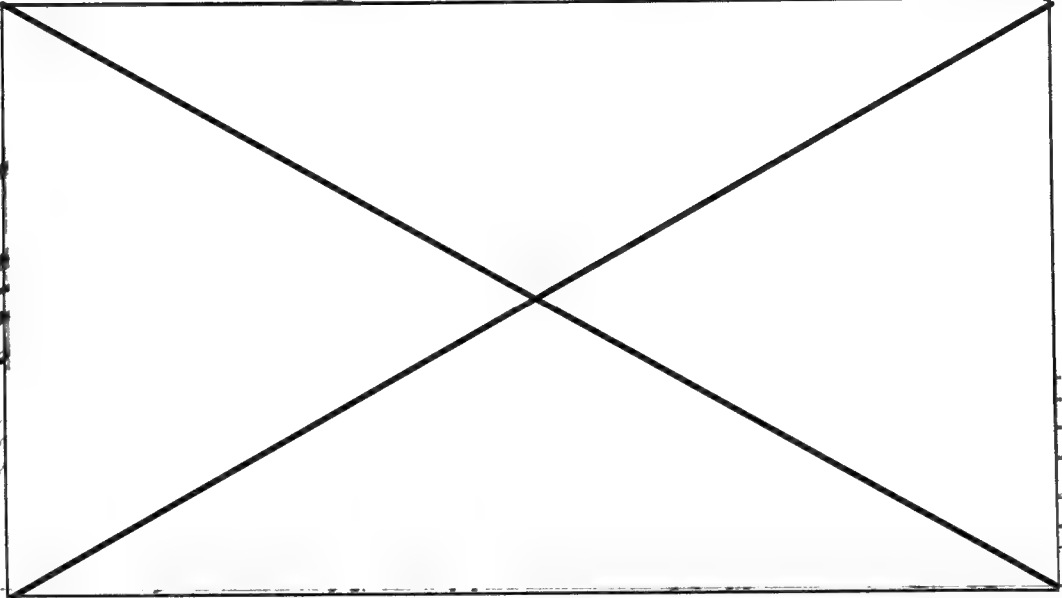


Sc.

Pnl.

Bg.

day night



Dialog:

Lee: Nutrition is everywhere --
IN THE BUSHES, THE TREES... EVEN IN --

Action:

Timing:



EPISODE # 1034-232

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ADVENTURE TIME

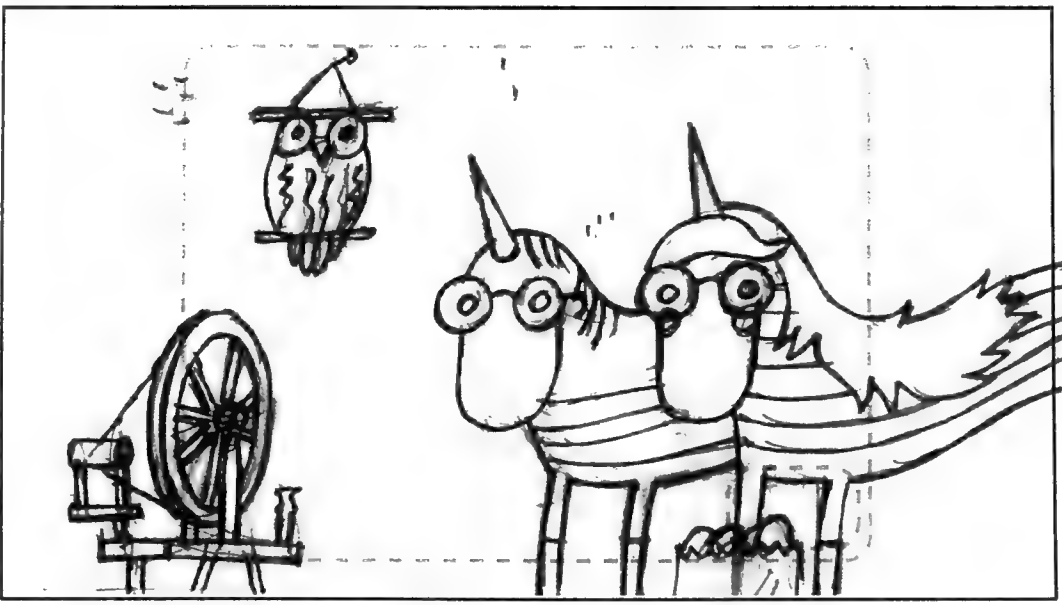


Sc. 117

Pnl. A

Bg.

day night

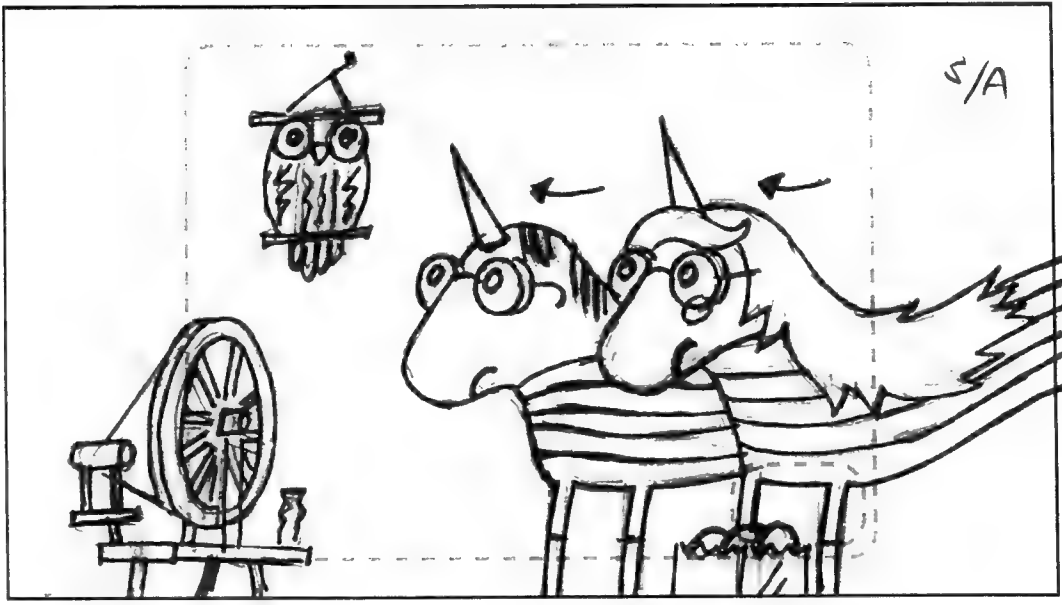


Sc. 117

Pnl. B

Bg.

day night



Dialog:

Lee (O.S.): There's enough nutrition in that macramé owl, on the wall there,

Lee (O.S.): -- to feed this entire city for a year!

Action:

ALT

Lee (O.S.): -- the yarn on that spinning wheel.

- BOB + ETHEL LOOK AT OWL,

Timing:

EPISODE# 1034-232

Production :

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ADVENTURE TIME



Next Pg257

Page 255

Sc.	Pnl.	Bg.	day night

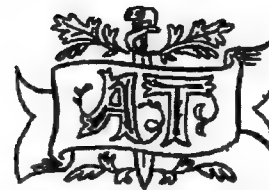
Sc. 118	Pnl. A	Bg.	day night

Dialog:	
Action:	Parents leaving the apartment. (Dad followed by Mom.) EVENING / NIGHT
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



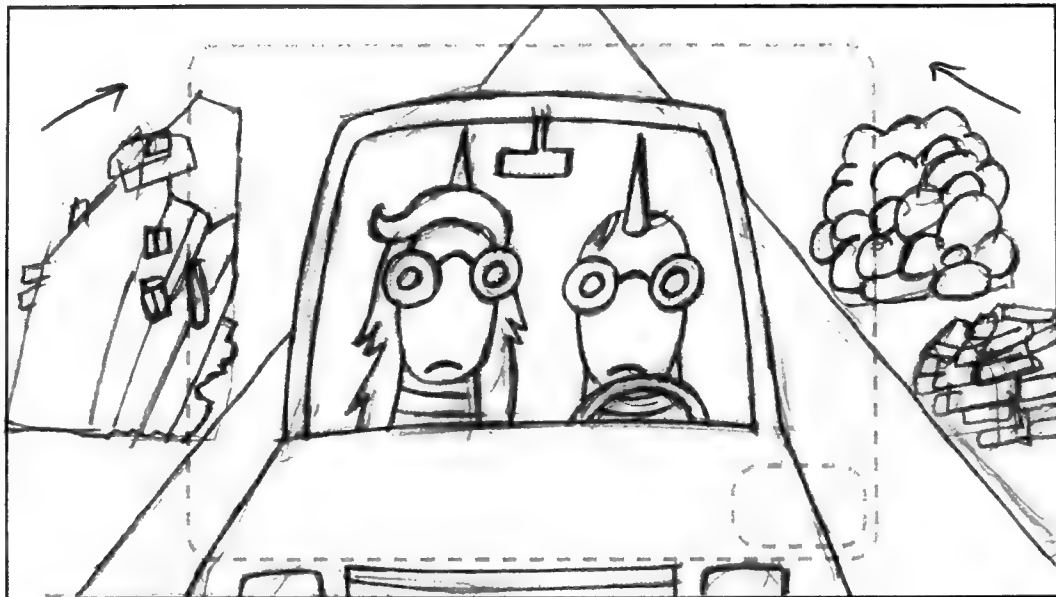
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Sc. 119

Pnl. A

Bg.

day night

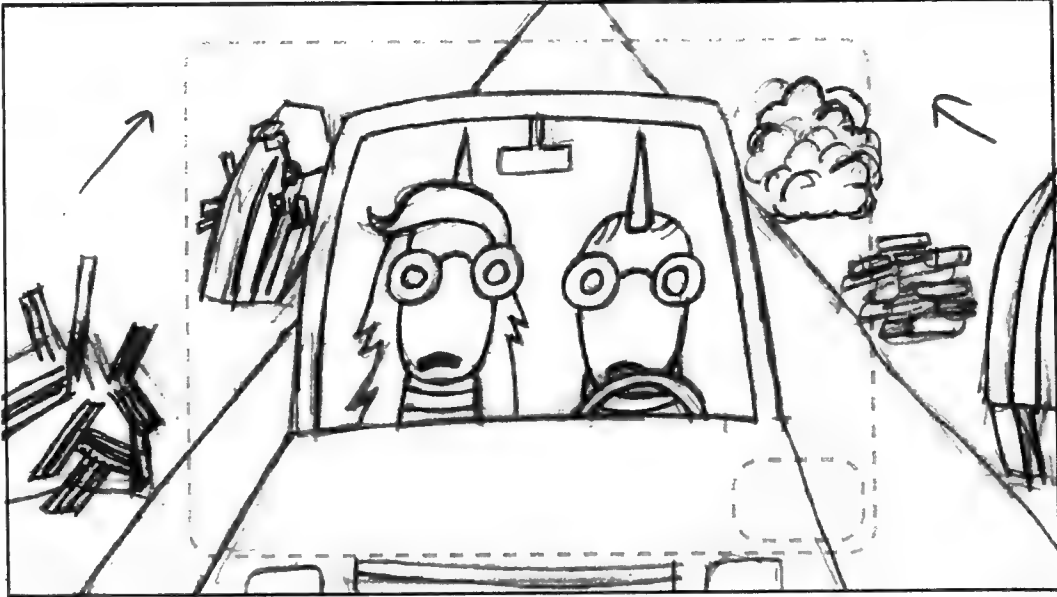


Sc. 119

Pnl. B

Bg.

day night



Dialog:

ETHEL : What ever does she see in
such an idiot?

Action:

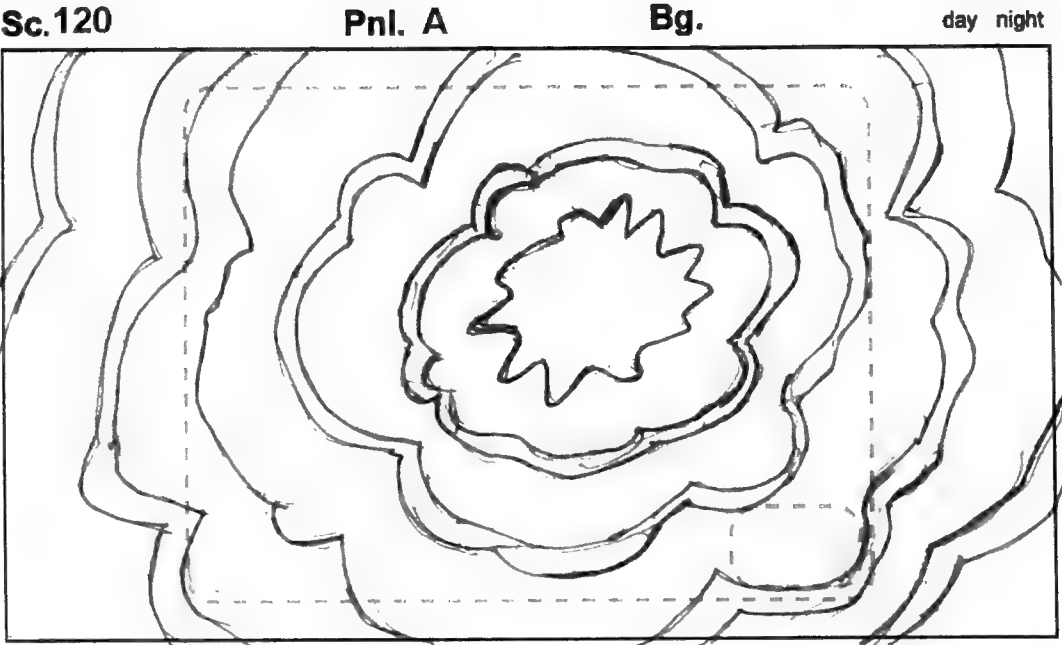
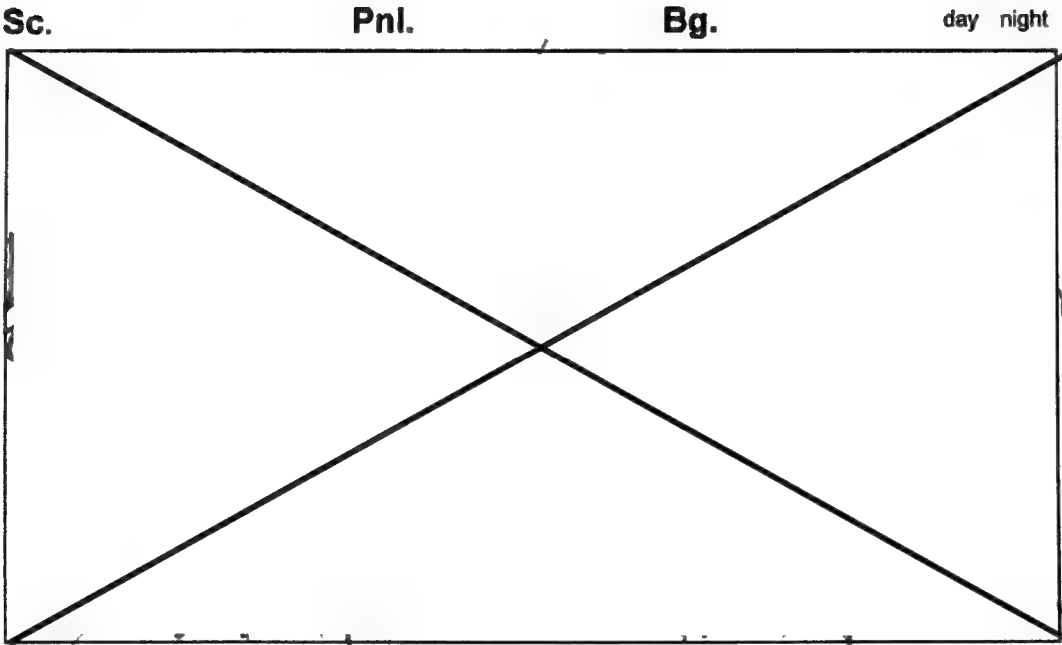
- BG is an animated perspective.
NIGHT time.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



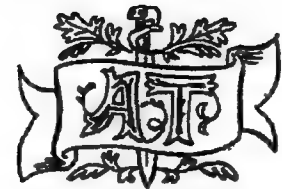
Dialog:	<u>Groovy music sting.</u>
Action:	— Cut to DAY, crystal sky.
Timing:	

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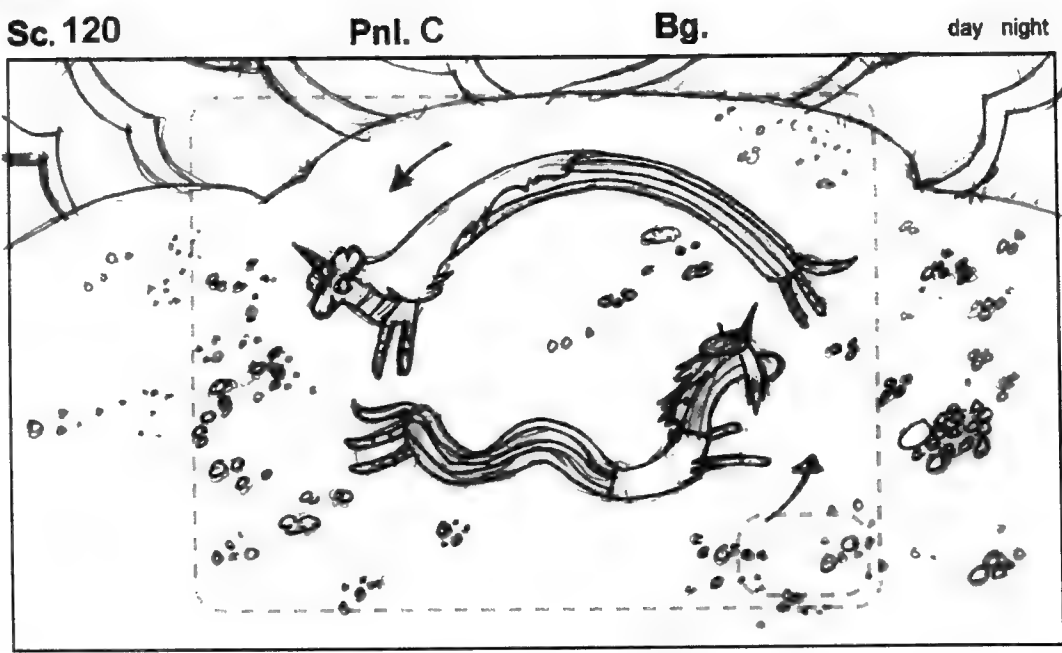
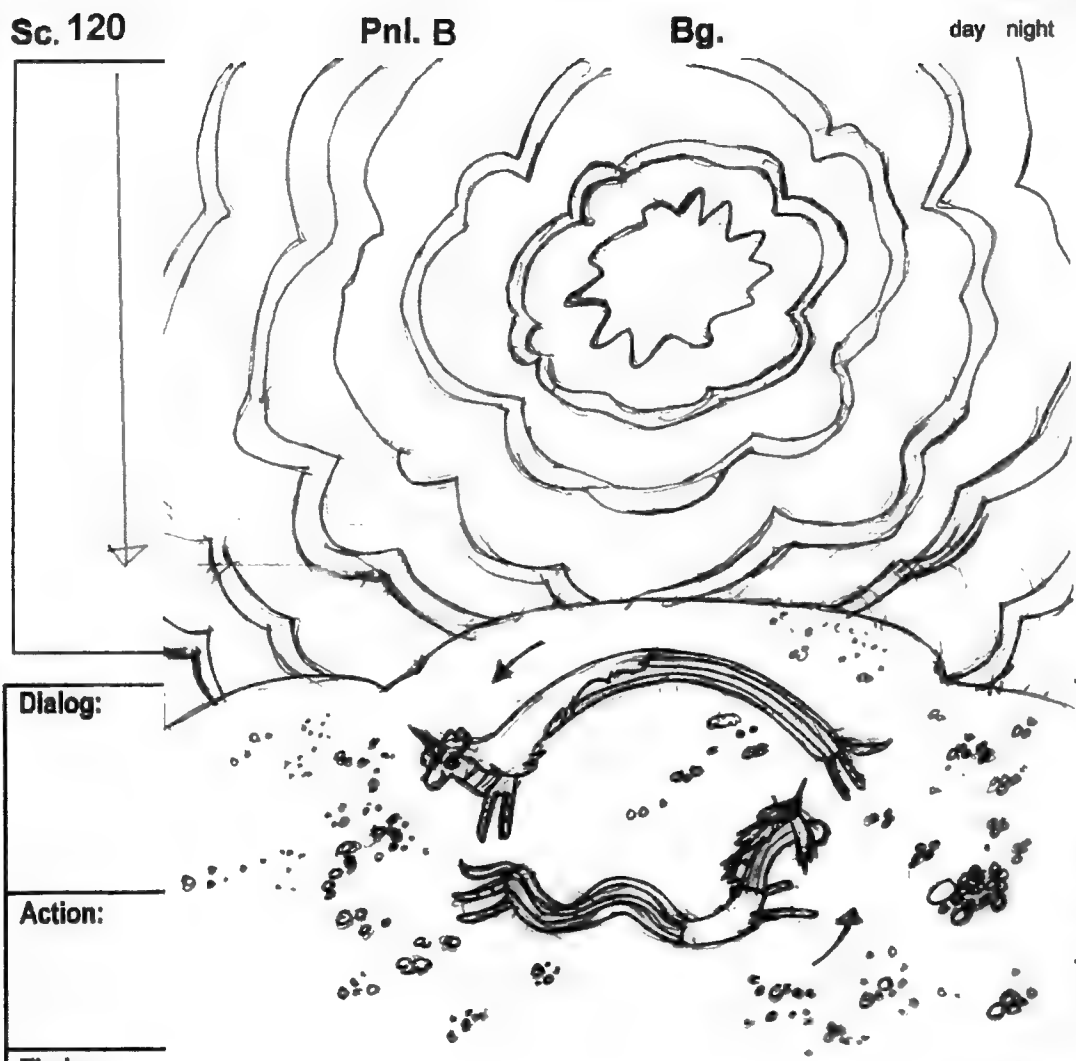
EPISODE # 1034-232

Production :

ADVENTURE TIME



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Dialog:

Action:

Timing: --

Groovy carefree music.

LR: Hee hee hee

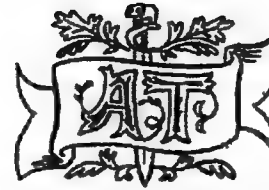
Lee: Ha ha ha

Pan down to LR and Lee, who are running around playfully.

EPISODE # 1034-232

Production :

ADVENTURE TIME

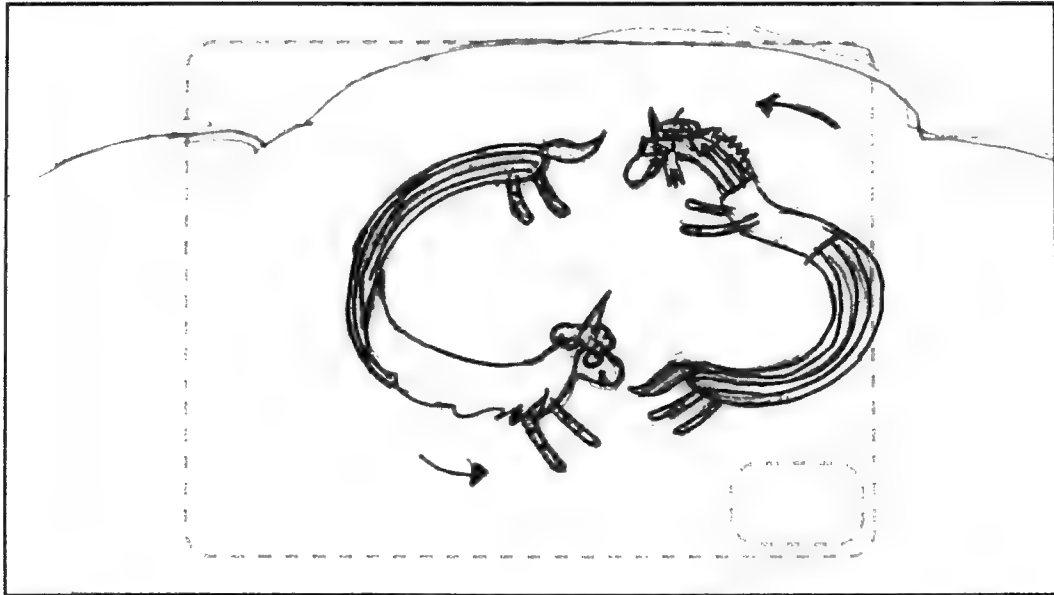


Sc. 120

Pnl. D

Bg.

day night

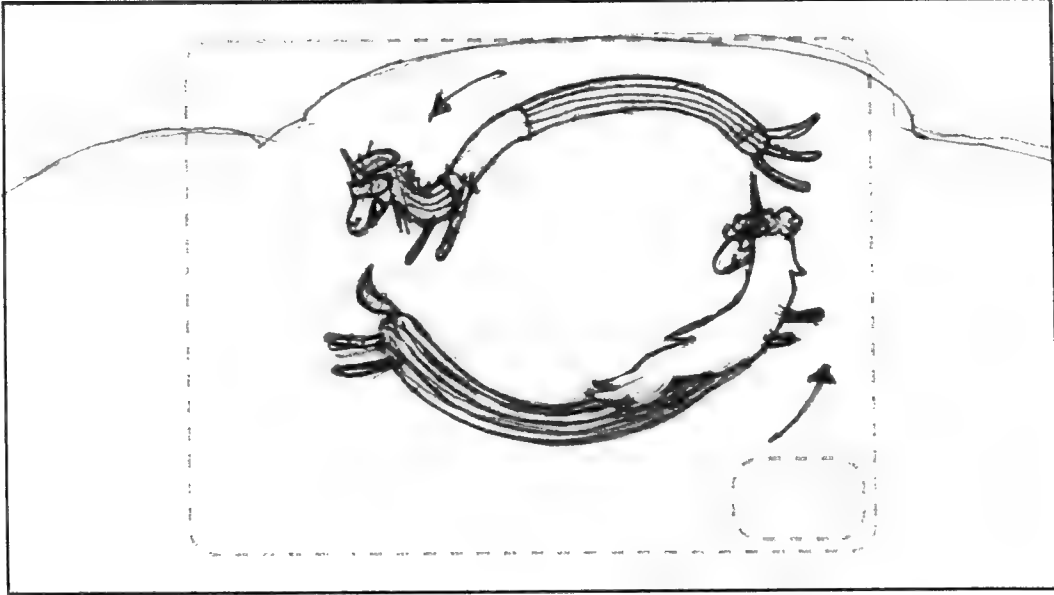


Sc. 120

Pnl. E

Bg.

day night



Dialog:
Action: LR and Lee chase each other around.
Timing:

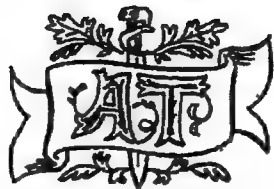
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ADVENTURE TIME

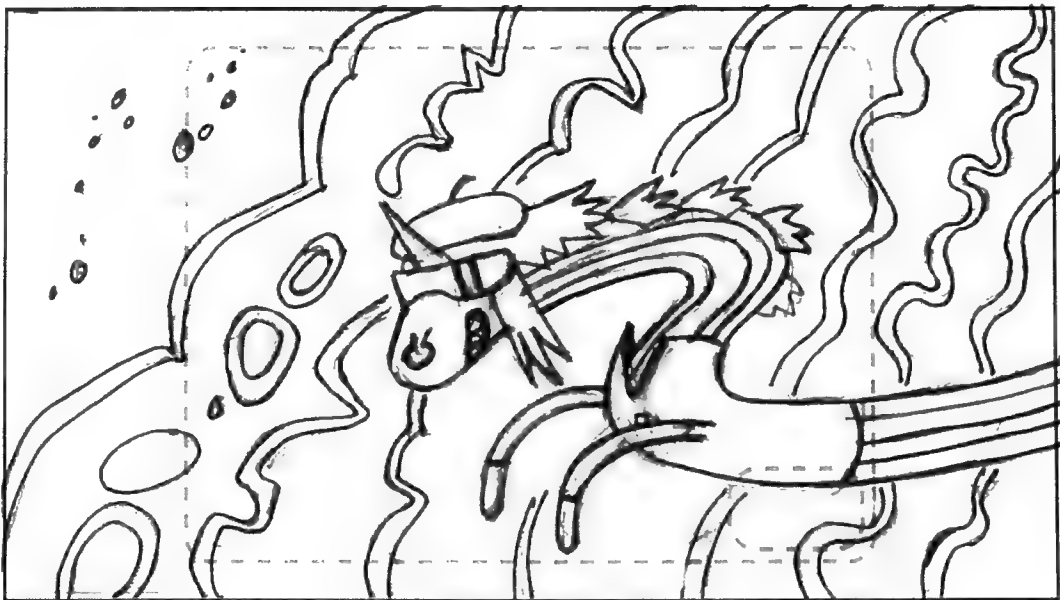


Sc. 121

Pnl. A

Bg.

day night



Sc. 121

Pnl. B

Bg.

day night



Dialog:

Lee: You're beautiful, baby!

Action:

- LR P.O.V. of Lee.

Timing:

EPISODE # 1034-232

Production :

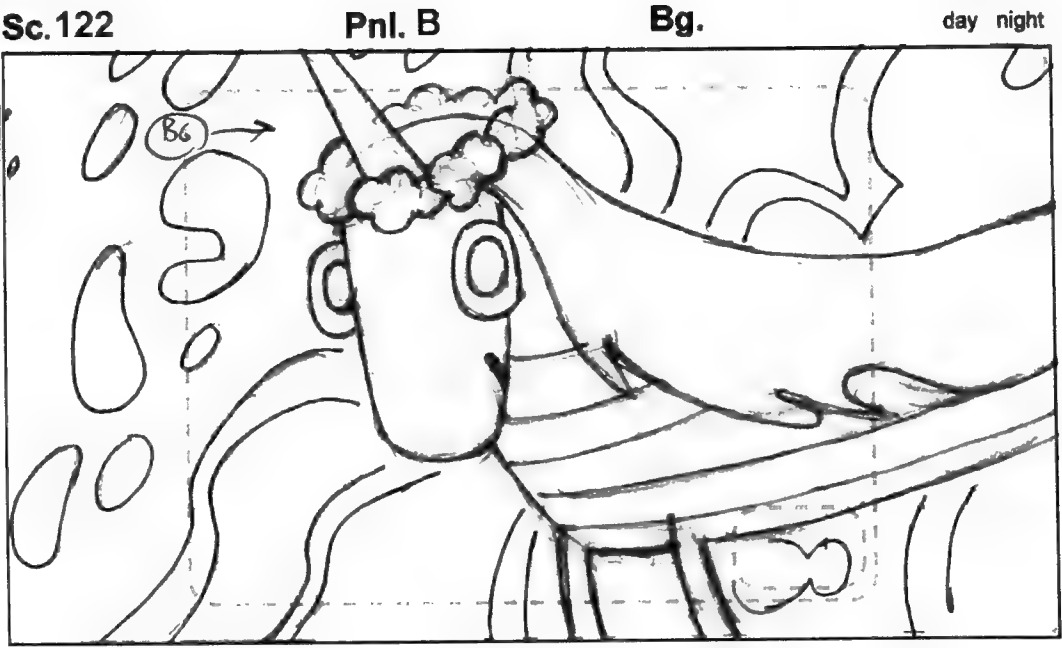
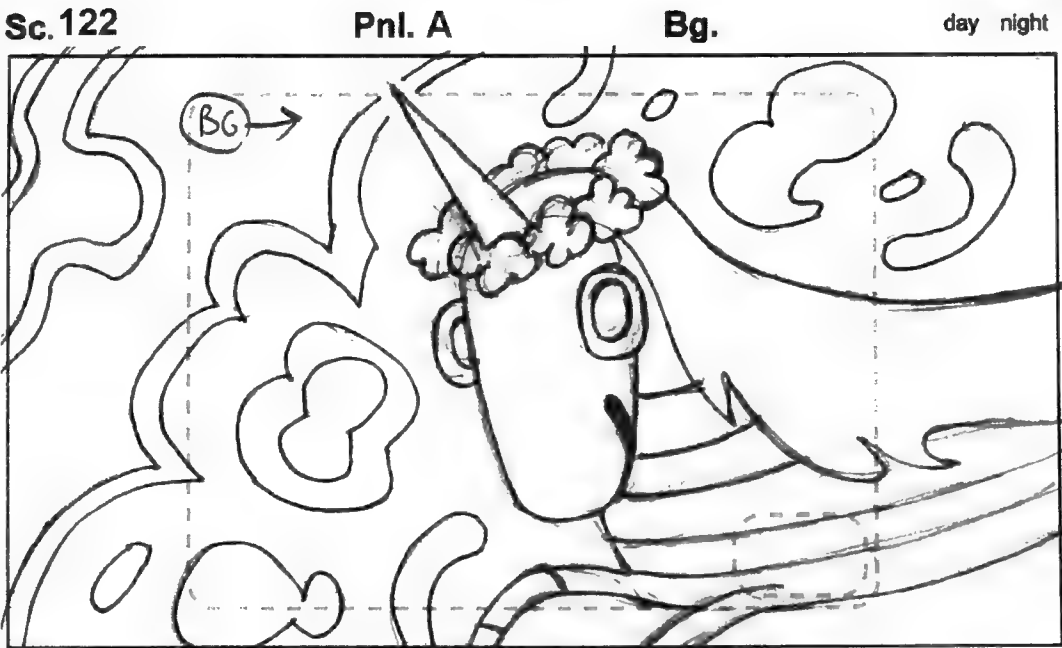
ADVENTURE TIME



Next Pg273

Page 262

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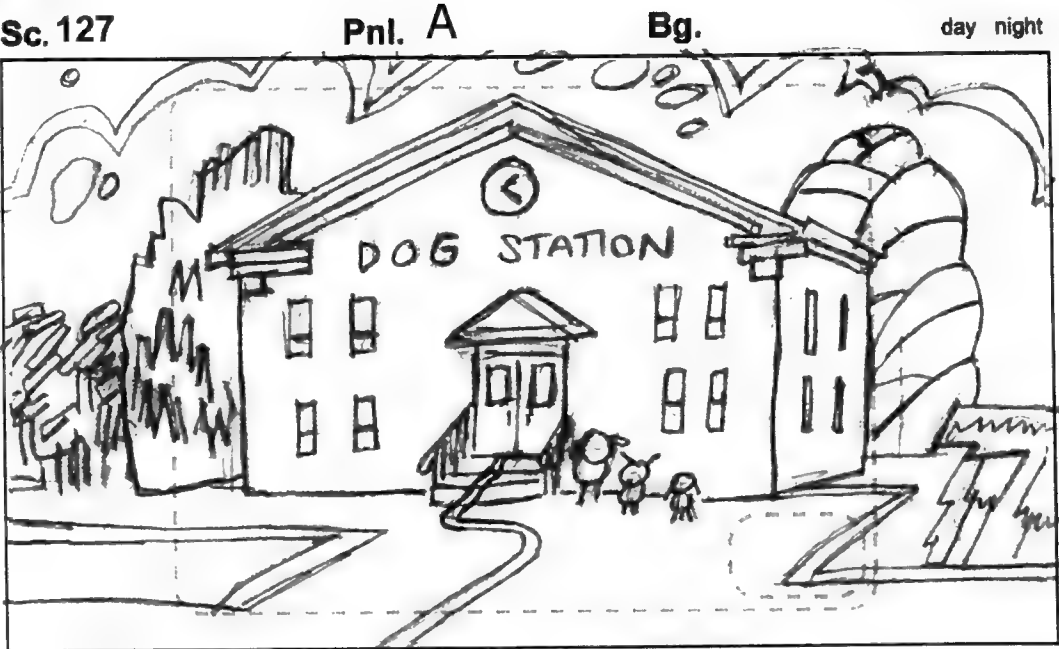
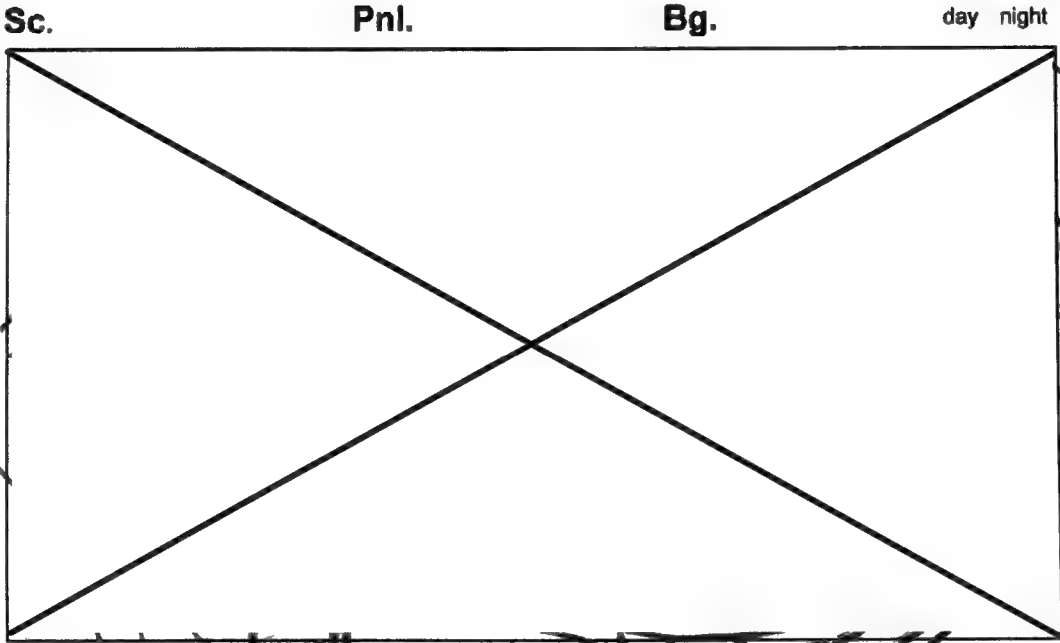


Dialog:	LR: [Giggle] OH LEE ...
Action:	Lee P.O.V. or LR running.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<u>Funky dirty guitar sting.</u>
Action:	Cut to a dog school. DAY.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



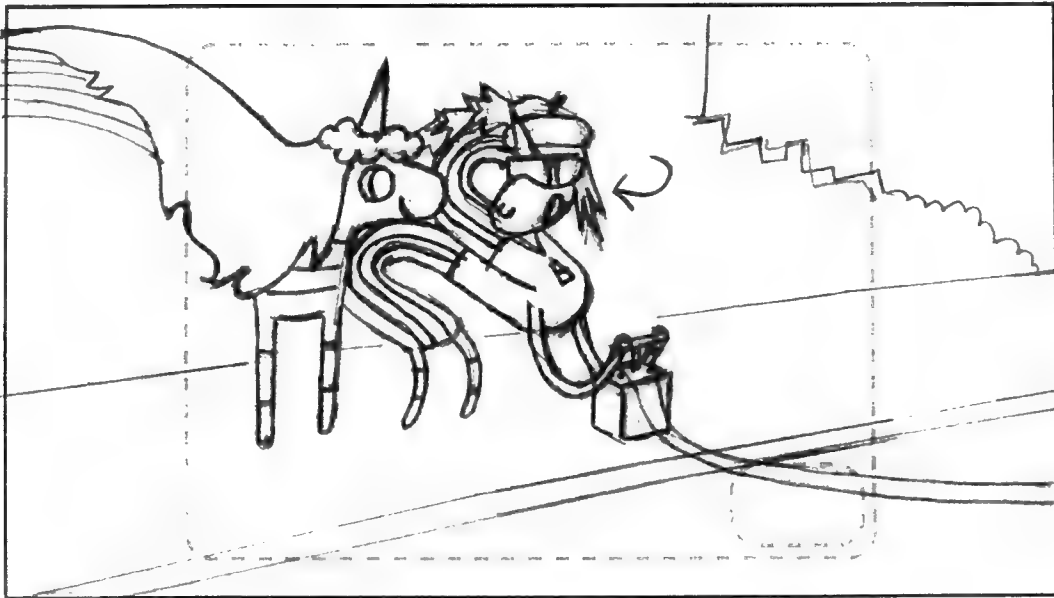
Page 274

Sc. 128

Pnl. A

Bg.

day night

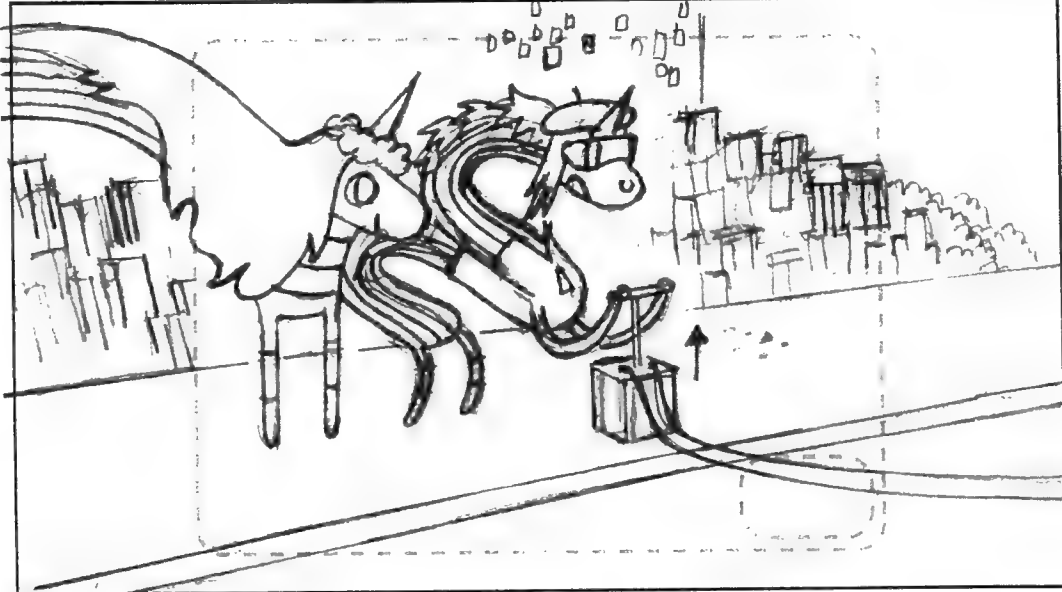


Sc. 128

Pnl. B

Bg.

day night



Dialog:

Lee: Watch this, baby!

Action:

-LEE TURNS TOWARDS LR.

- Lee pulls up plunger thing,

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



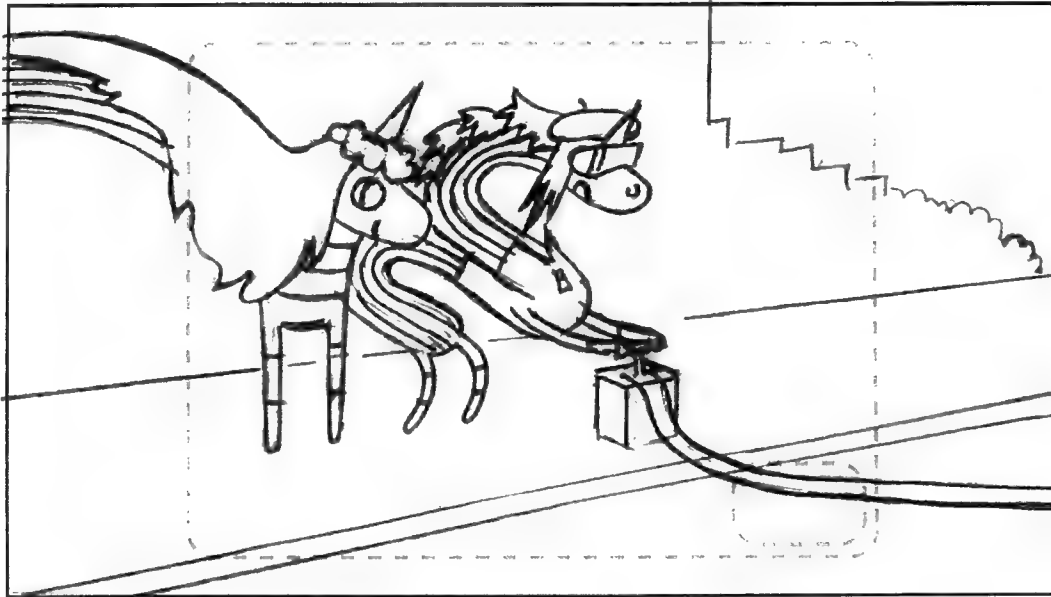
Page 275

Sc. 128

Pnl. C

Bg.

day night



Sc. 129

Pnl. A

Bg.

day night



Dialog:

SFX: * CLK *

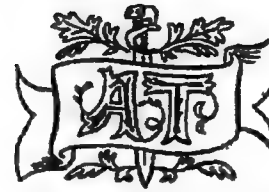
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



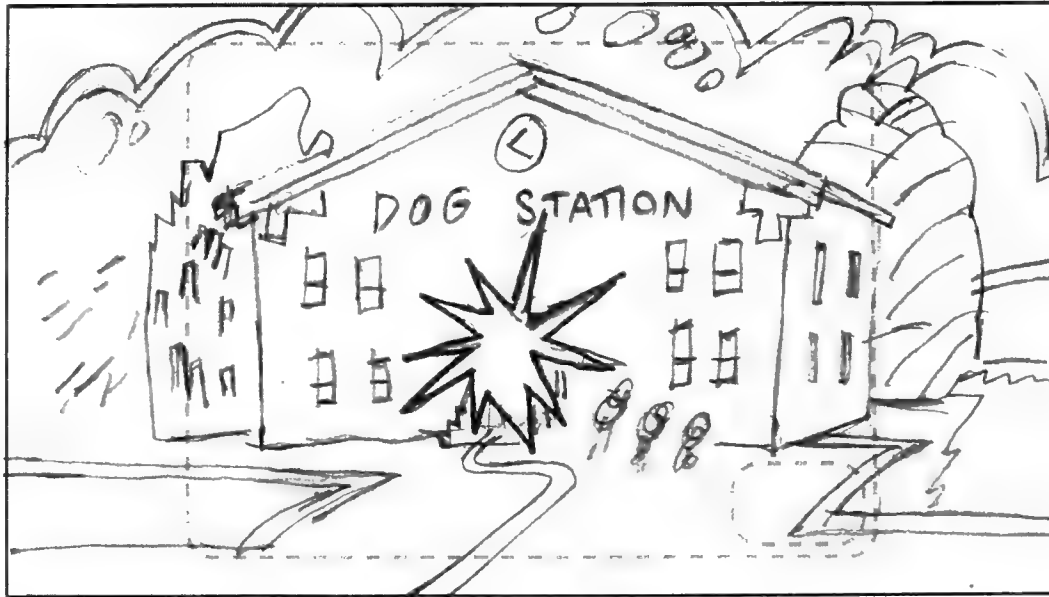
Page 276

Sc. 129

Pnl. B

Bg.

day night

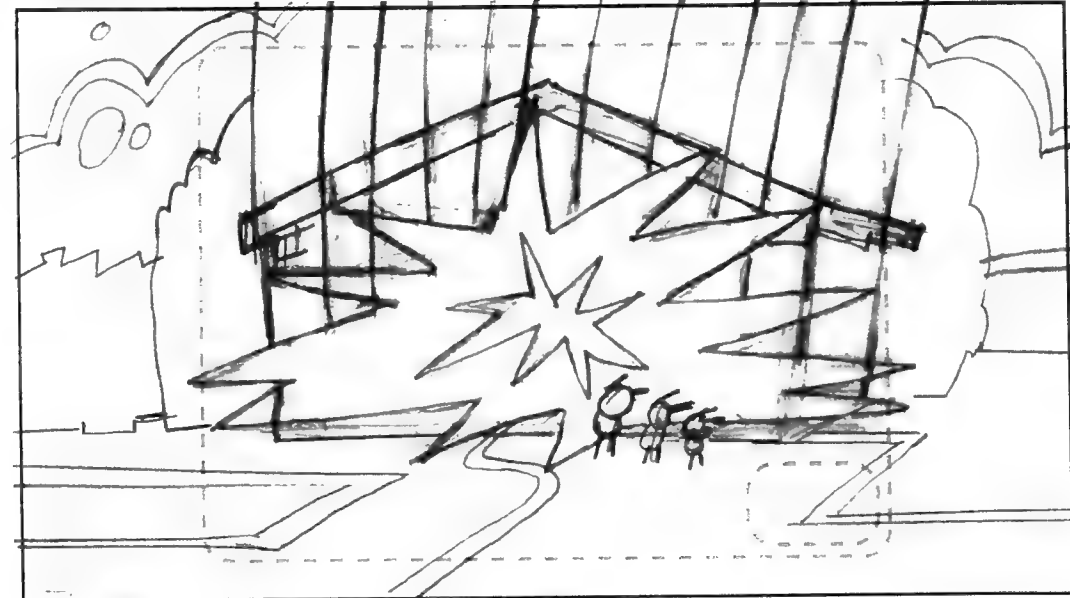


Sc. 129

Pnl. C

Bg.

day night



Dialog:

SFX:

FOOOM!!

Action:

A flash.

— RAINBOW BLAST makes STATION HOUSE disappear.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



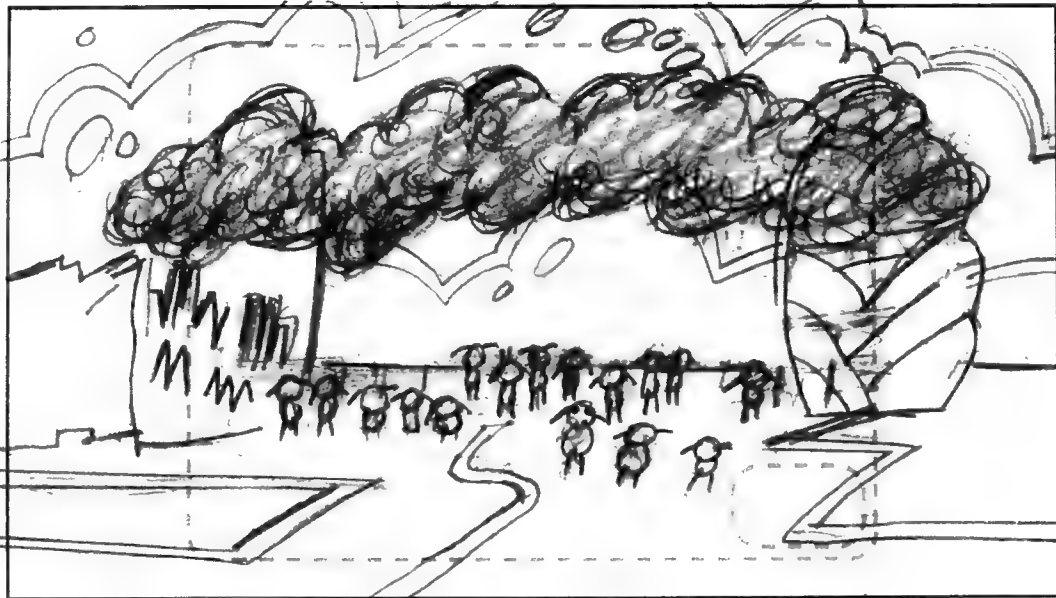
Page 277

Sc. 129

Pnl. D

Bg.

day night

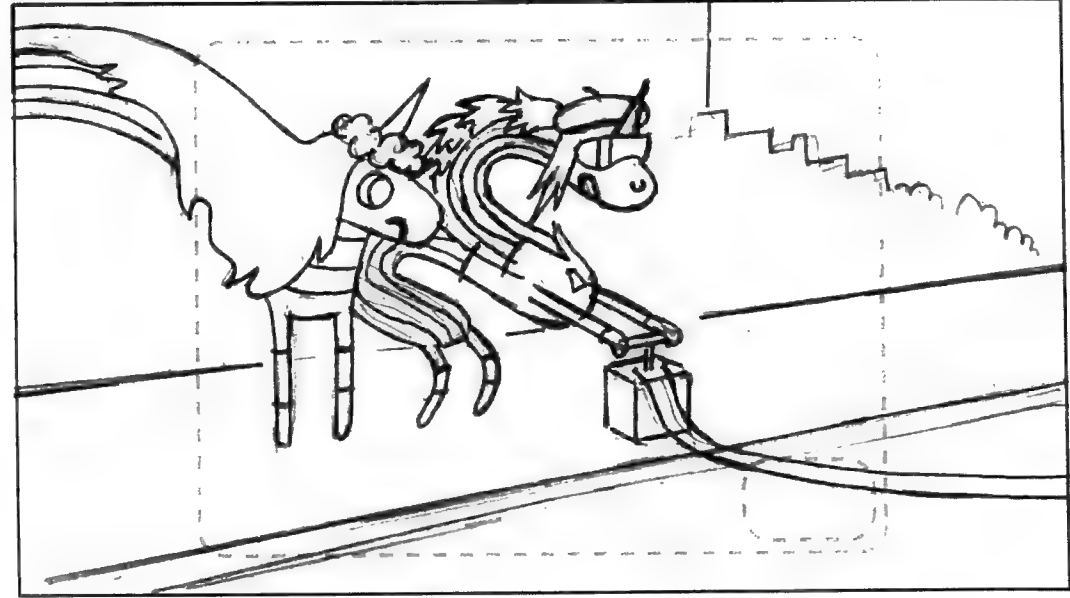


Sc. 130

Pnl. A

Bg.

day night



Dialog:

Lee: Ha ha ha!

Action:

< DOGS ARE UNHARMED >

DETAIL:



ECT.

-LR LOOKS CONCERNED.

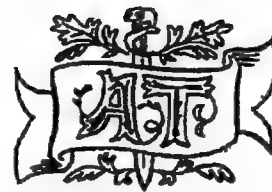
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



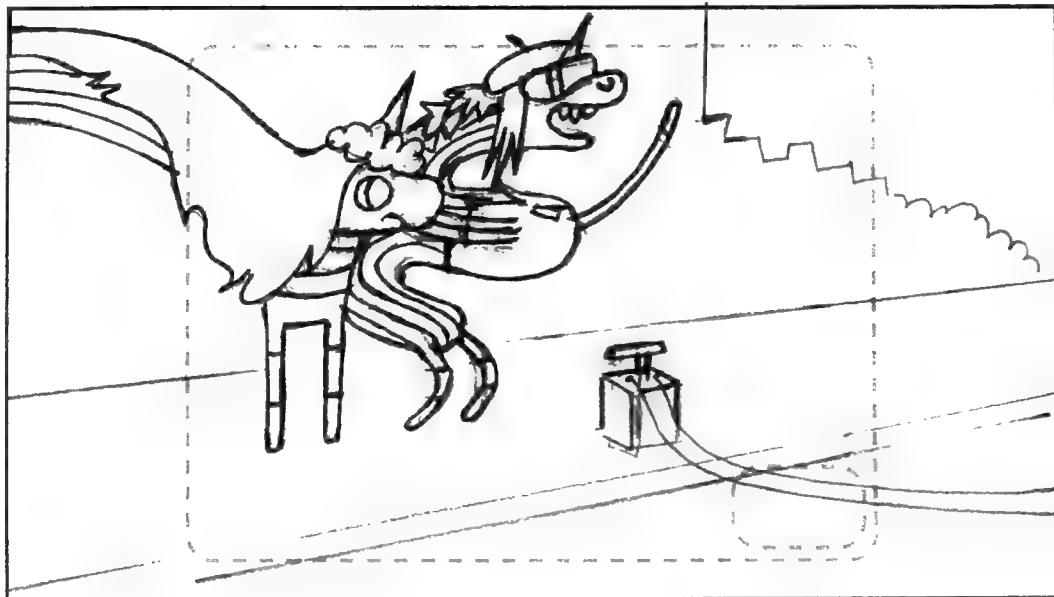
Page 278

Sc. 130

Pnl. B

Bg.

day night

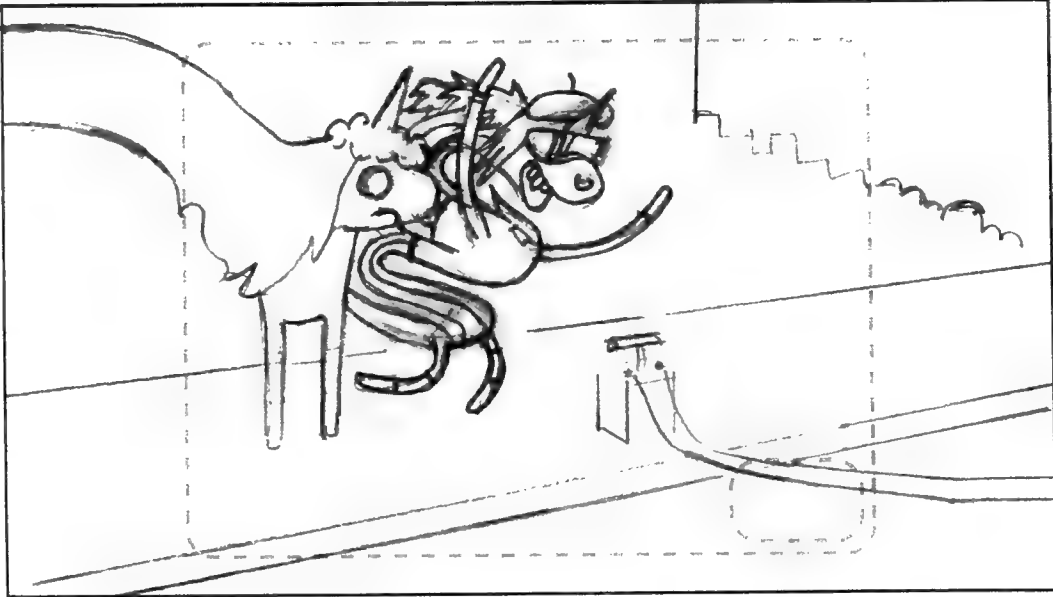


Sc. 130

Pnl. C

Bg.

day night



Dialog:

Lee: Whooo!

Lee: Ha ha ha!

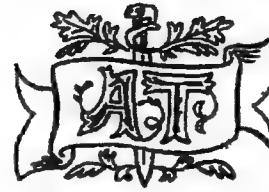
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



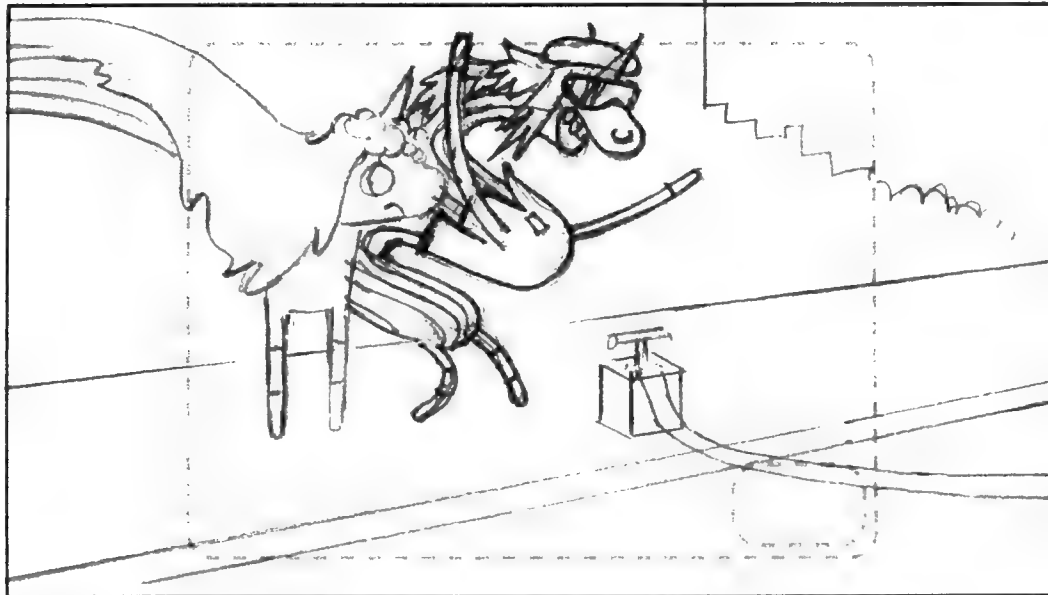
Page 279

Sc. 130

Pnl. D

Bg.

day night

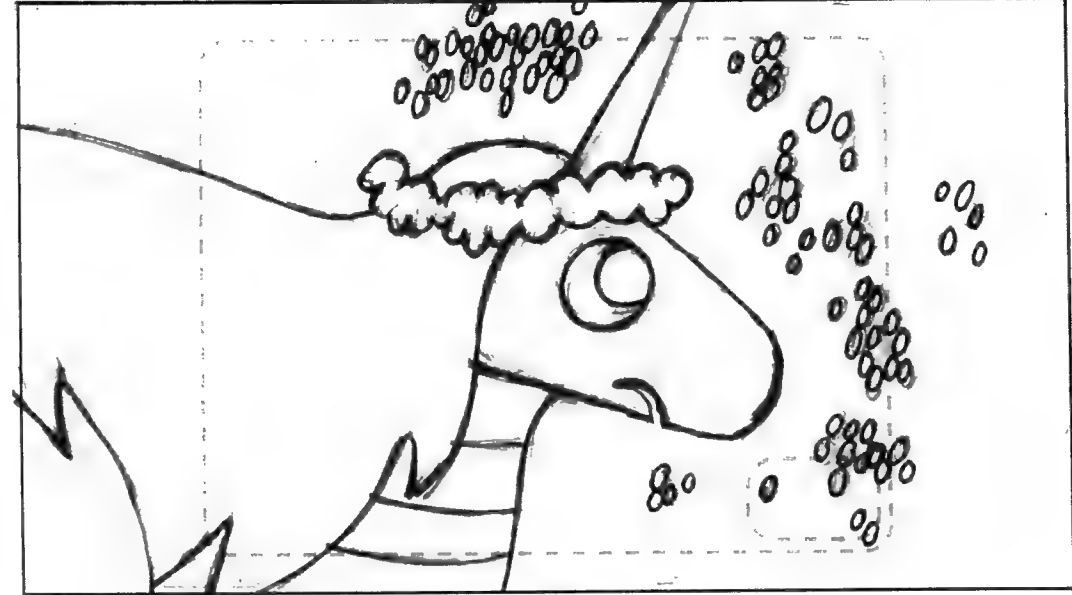


Sc. 131

Pnl. A

Bg.

day night



Dialog:

Lee: I hate dogs, baby!

Lee: I hate those stinkin' dogs!

LR: (UNDER HER BREATH)
OH LEE...

Action:

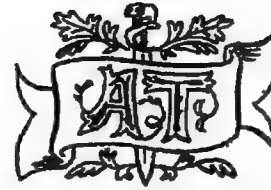
Timing:

~~EPISODE # 1034-232~~

DISS.

Production :

ADVENTURE TIME



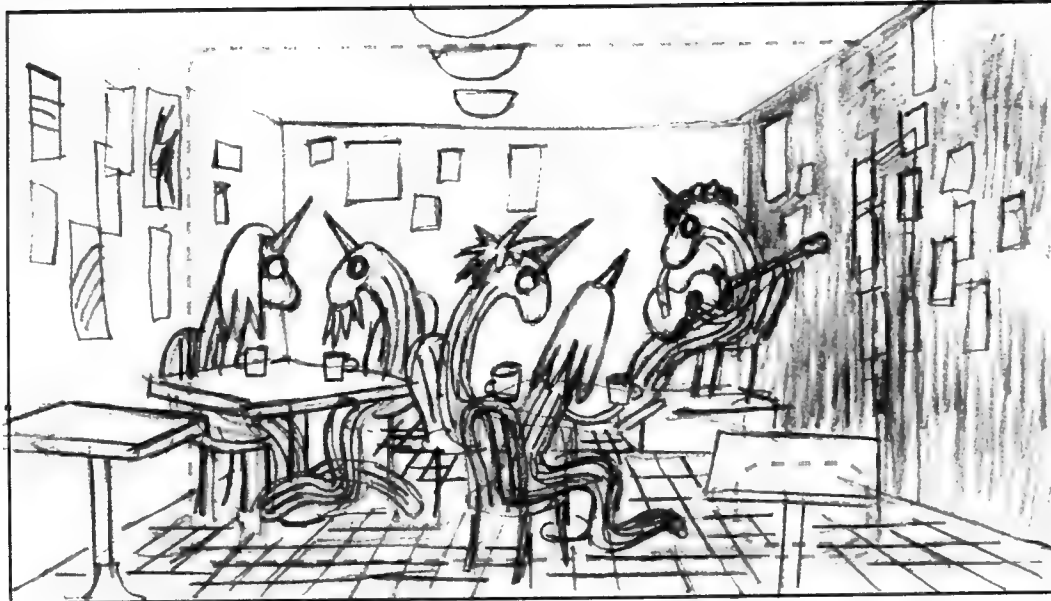
Page 280

Sc. 132

Pnl. A

Bg.

day night



Sc. 133

Pnl. A

Bg.

day night



Dialog:

Acoustic guitar playing.

Action:

— Inside a coffee house.

Another angle in the coffee house,
showing the street door.

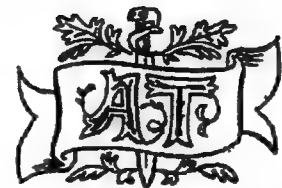
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 133

Pnl. B

Bg.

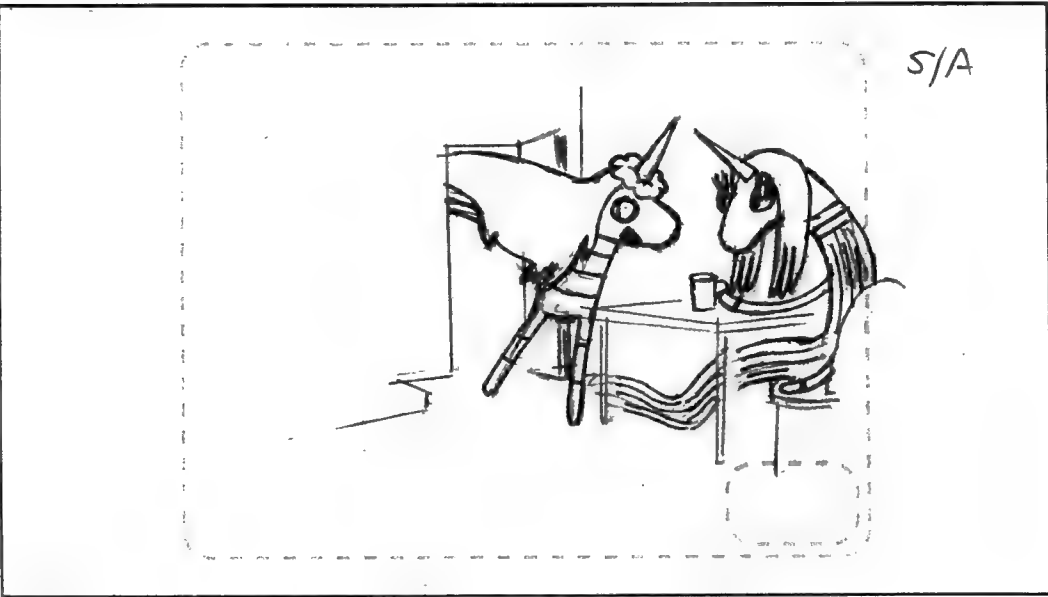
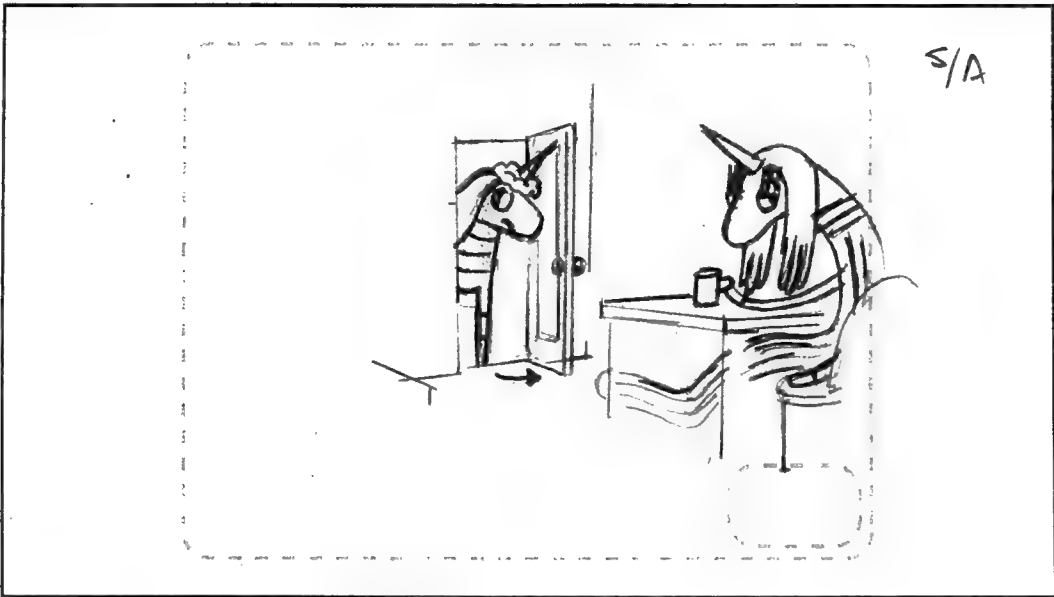
day night

Sc. 133

Pnl. C

Bg.

day night



Dialog:	<div>LR: Lee?</div>
Action:	<div>LR enters from the street.</div>
Timing:	

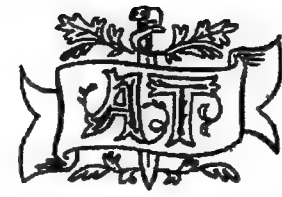
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EPISODE # 1034-232

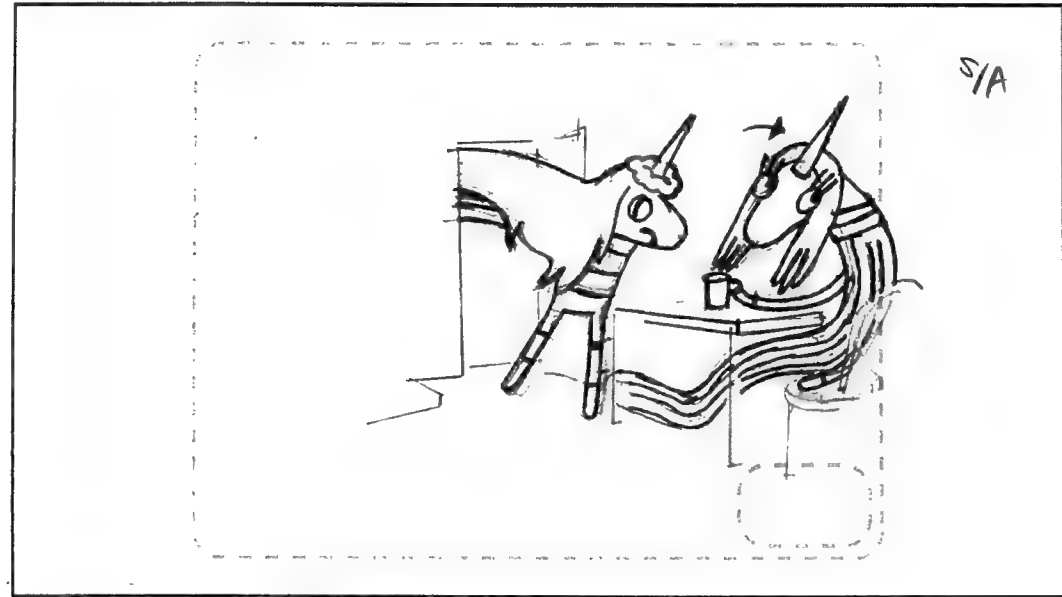
Production :

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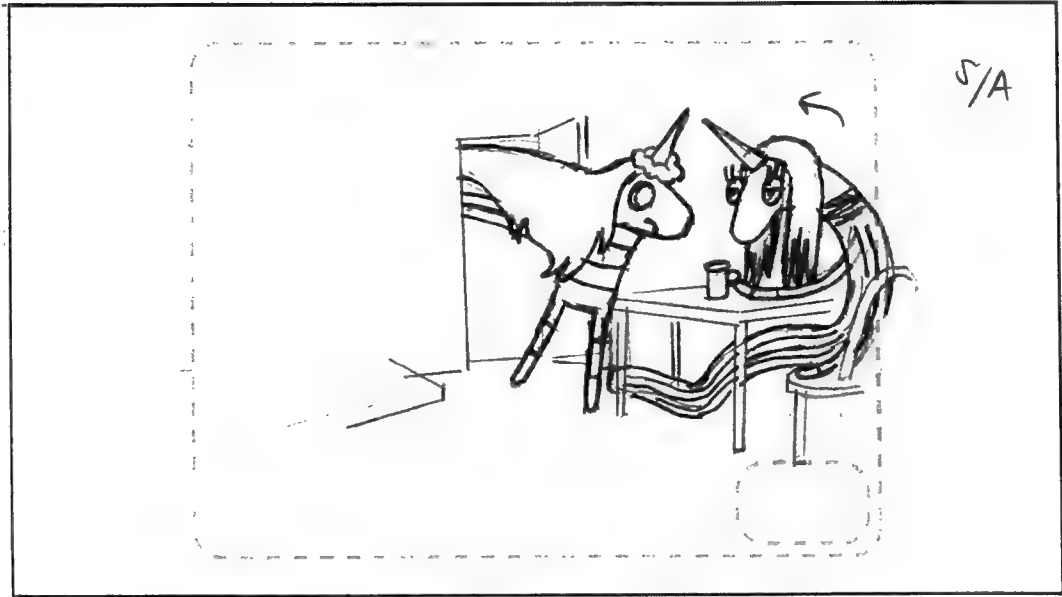
ADVENTURE TIME



Sc. 133 Pnl. D Bg. day night



Sc. 133 Pnl. E Bg. day night



Dialog:	
Action:	- Rainicorn gestures to the back room.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Next Pg285

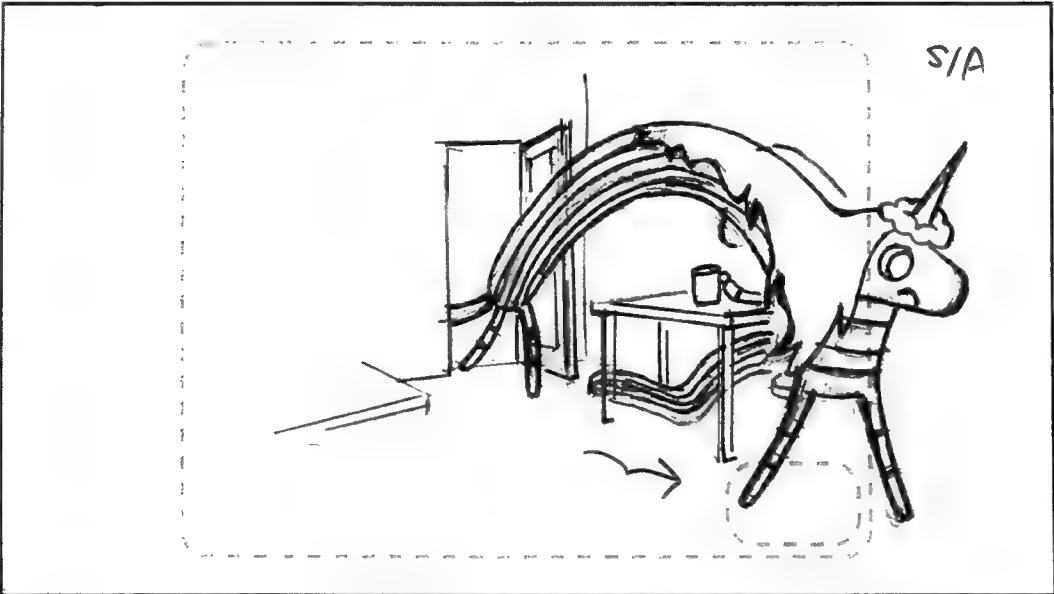
Page 283

Sc.133

Pnl. F

Bg.

day night

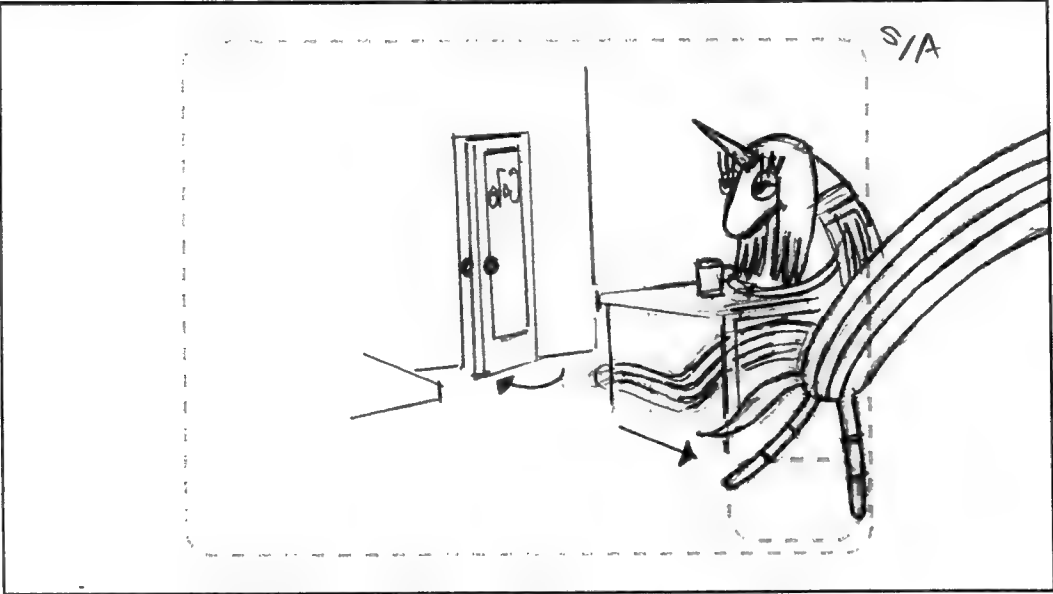


Sc.133

Pnl. G

Bg.

day night



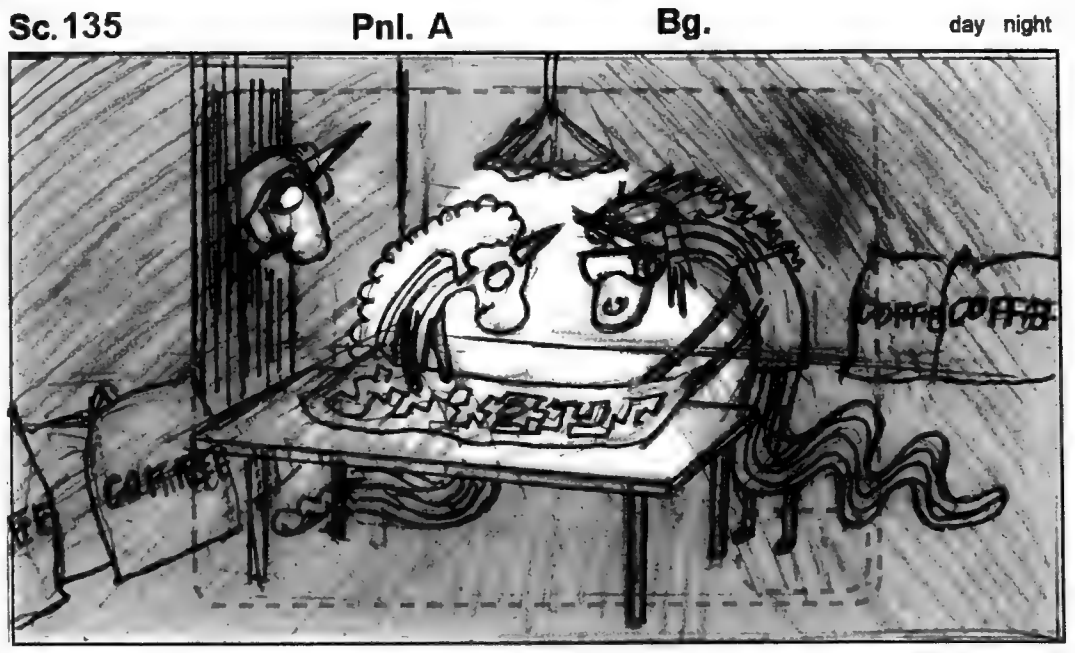
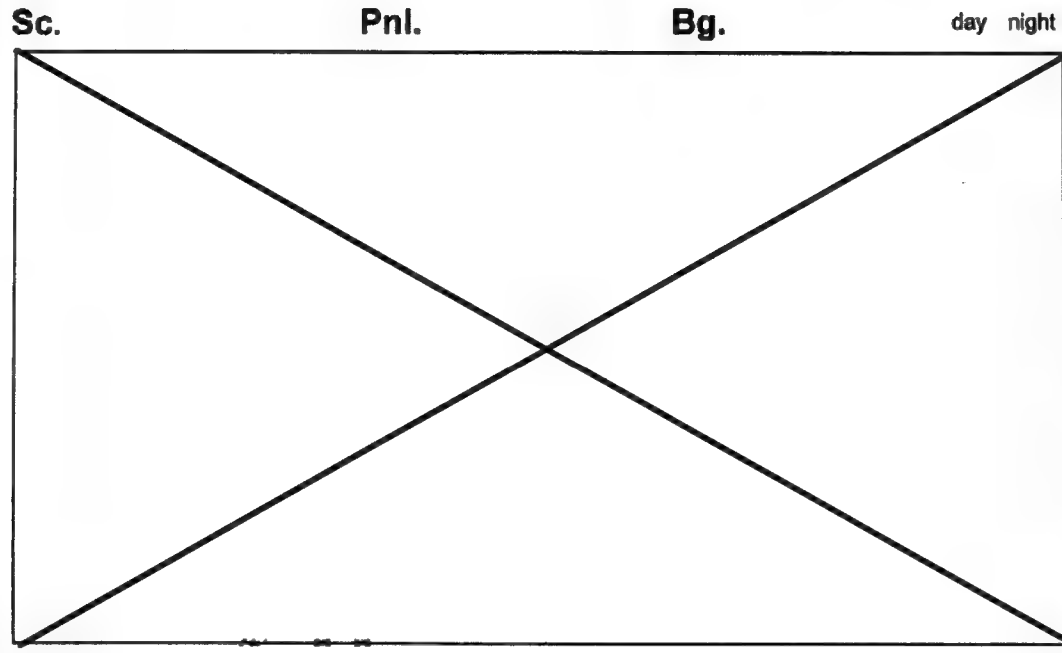
Dialog:	
Action:	LR walks to the back room. (Door settles to close.)
Timing:	

EPISODE # 1034-232

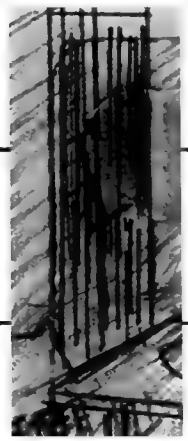
Production :

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ADVENTURE TIME



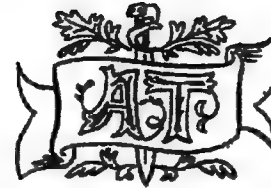
Dialog:	<p>LEE: (9/5) GOT ALL THAT, ROY --</p> <p>Lee: Once we get the guards out of the way, all we gotta do is follow this map.</p>	
Action:	<p>In the back storage room. Roy and Lee are looking at a map.</p>	
Timing:	<p>①</p>	



EPISODE # 1034-232

Production :

ADVENTURE TIME



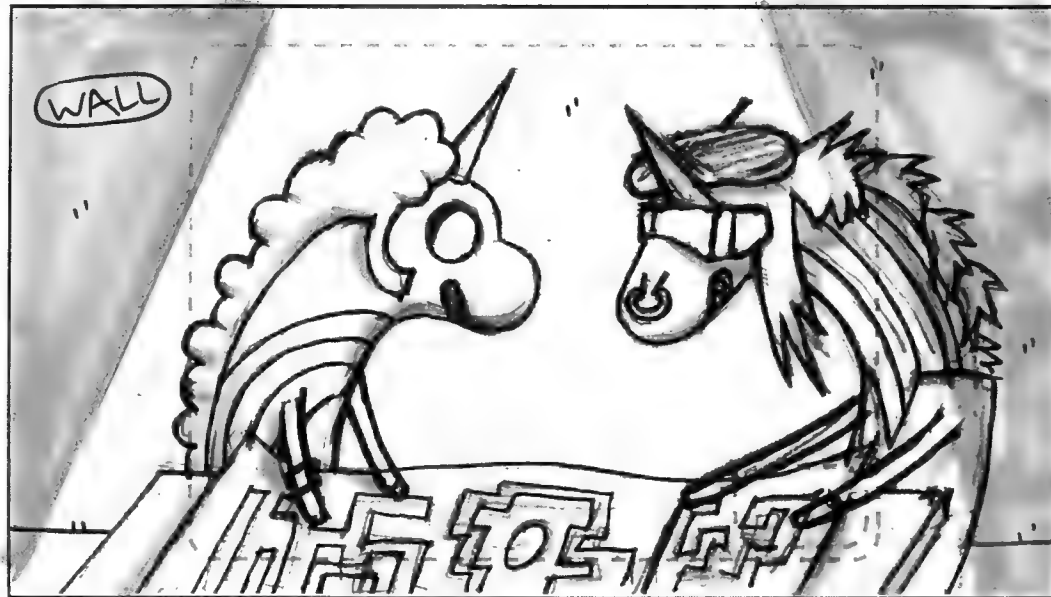
Page 286

Sc. 136

Pnl. A

Bg.

day night

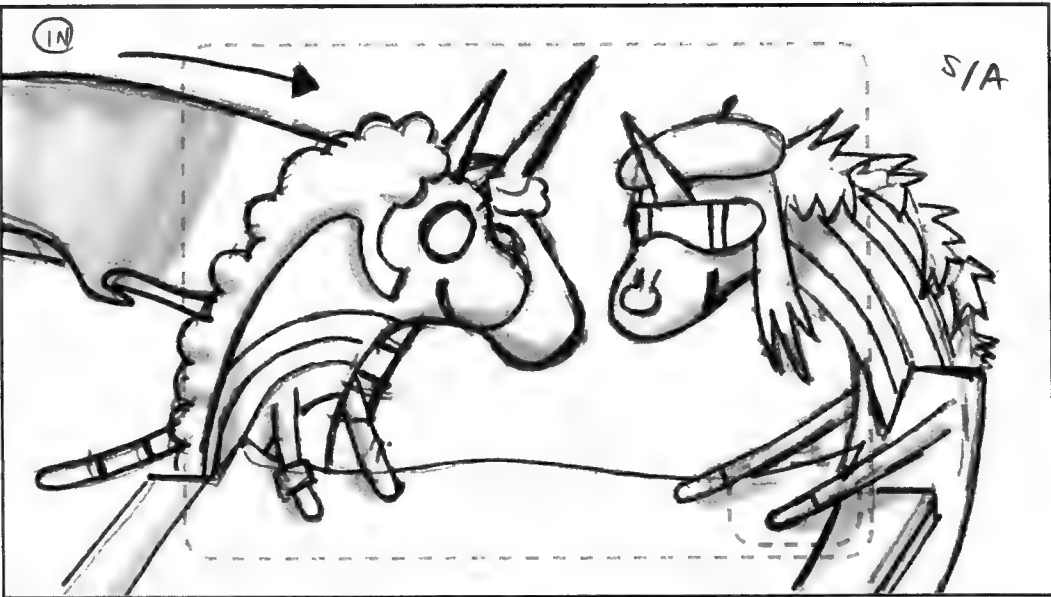


Sc. 136

Pnl. B

Bg.

day night



Dialog:	<p><u>Roy</u>: This <u>stolen</u> map.</p> <p><u>LR</u>: What is --</p>
Action:	<p>-LR WALKS ON/S</p>
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



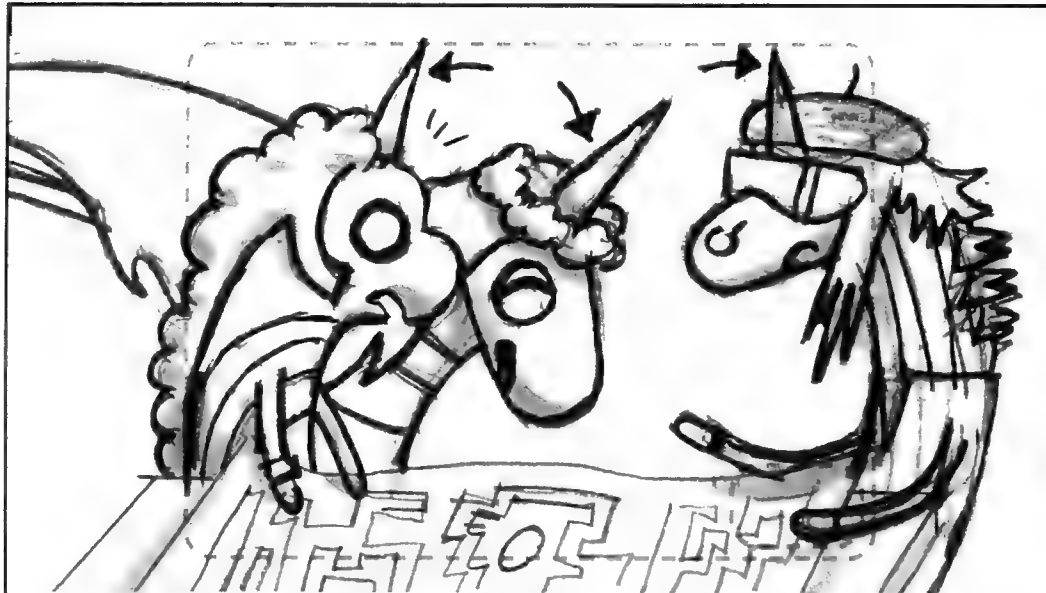
Page 287

Sc. 136

Pnl. C

Bg.

day night



Sc. 136

Pnl. D

Bg.

day night



Dialog:

LR: -- this?

ROY: LADY!

Lee: Uh nuthin' . . .

Action:

- LEE GRABS MAP.

Timing:

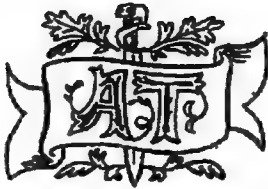
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EPISODE # 1034-232

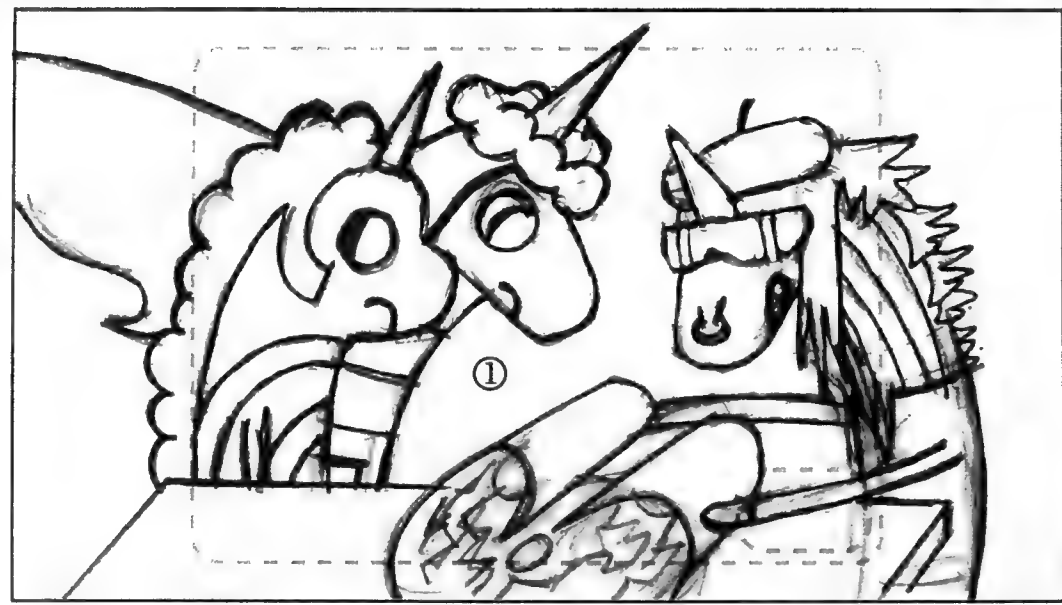
Production :

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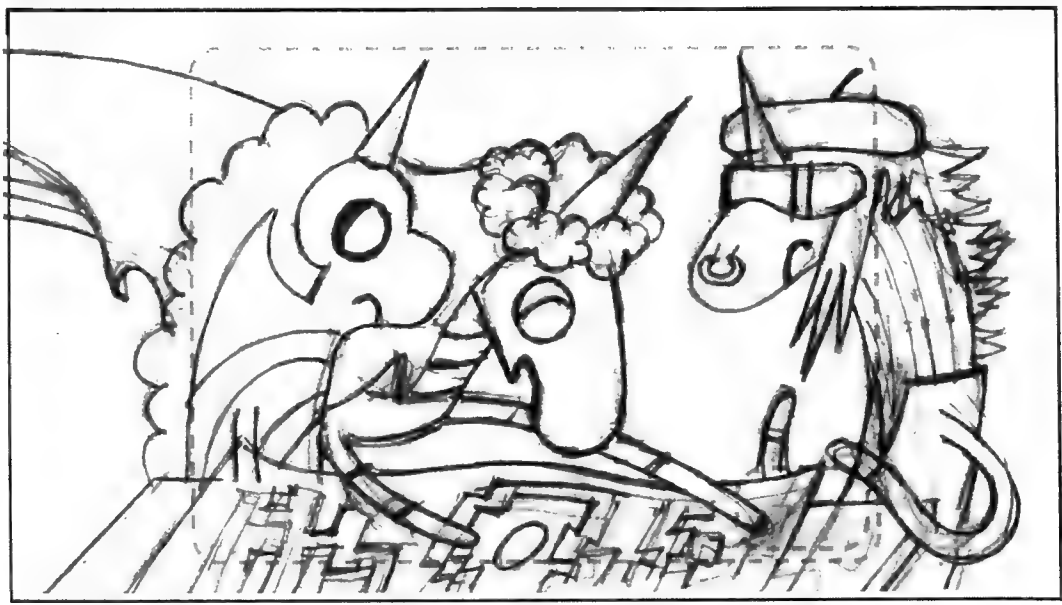
ADVENTURE TIME



Sc.136 Pnl. E Bg. day night



Sc. 136 Pnl. F Bg. day night



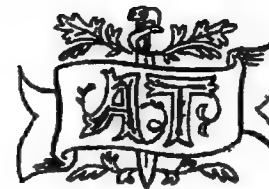
Dialog:	<u>Lee:</u> . . . nuthin nuthin . . .	<u>LR:</u> Hey! What?
Action:	- LEE HURRIEDLY ROLLS UP MAP.	
Timing:	- LR FLATTENS MAP.	



EPISODE # 1034-232

Production :

ADVENTURE TIME



Next Pg292

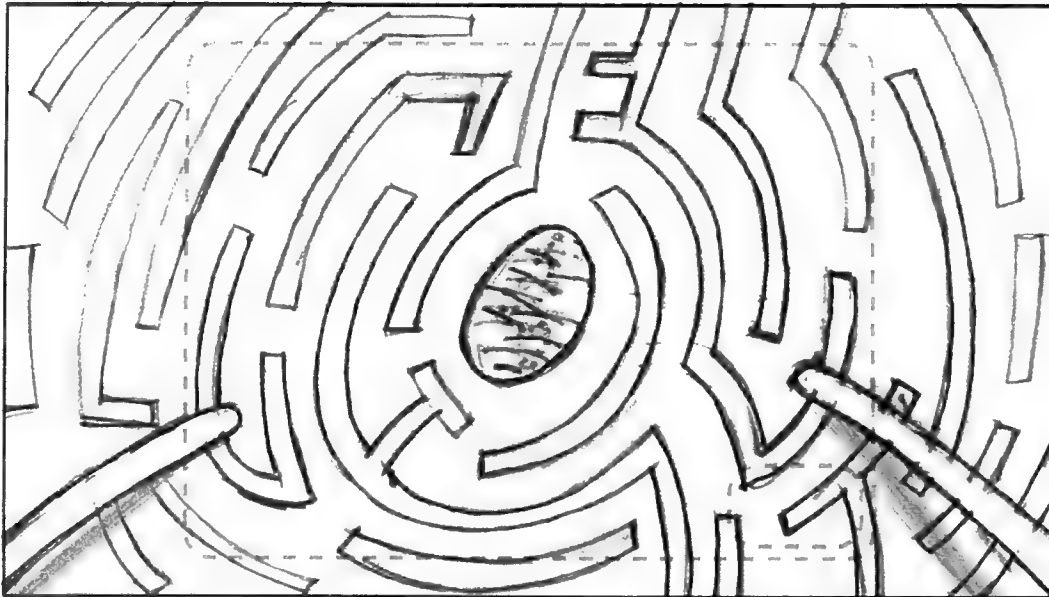
Page 289

Sc. 137

Pnl. A

Bg.

day night

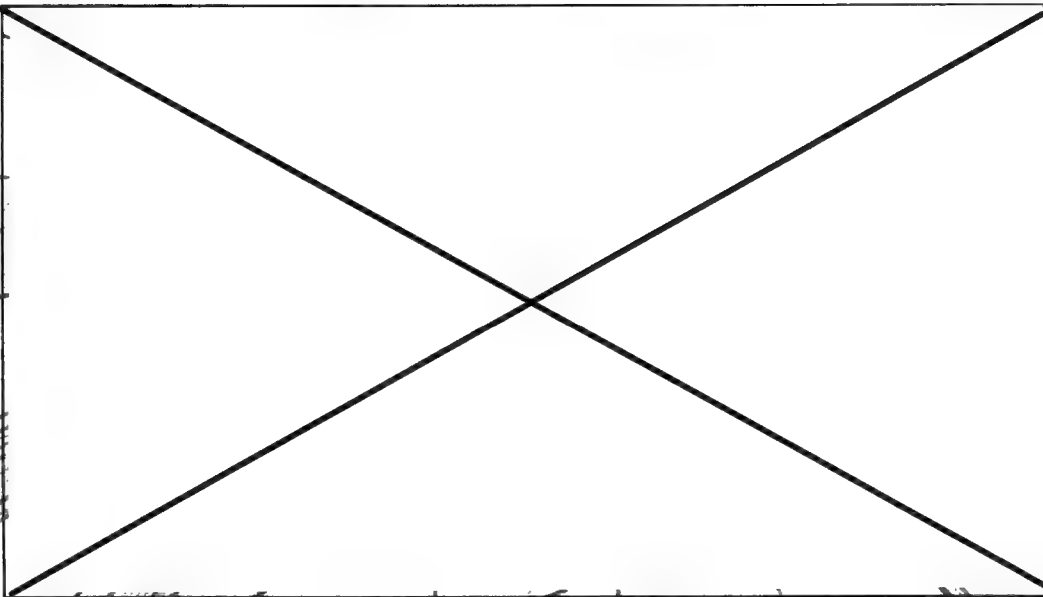


Sc.

Pnl. . .

Bg.

day night



Dialog:

LR (O.S.): A MAP OF THE LABYRINTH WHERE
THE EMERGENCE OF
DESTRUCTION IS KEPT!

LR: NO WAY!

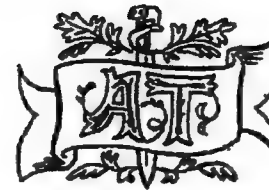
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Prev Pg289

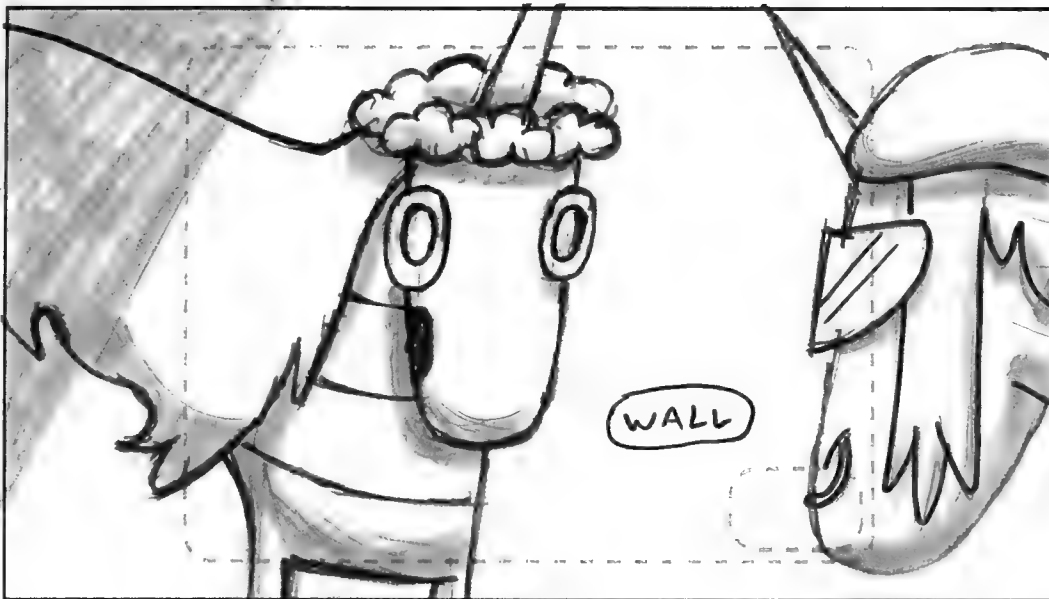
Page 292

Sc. 140

Pnl. A

Bg.

day night

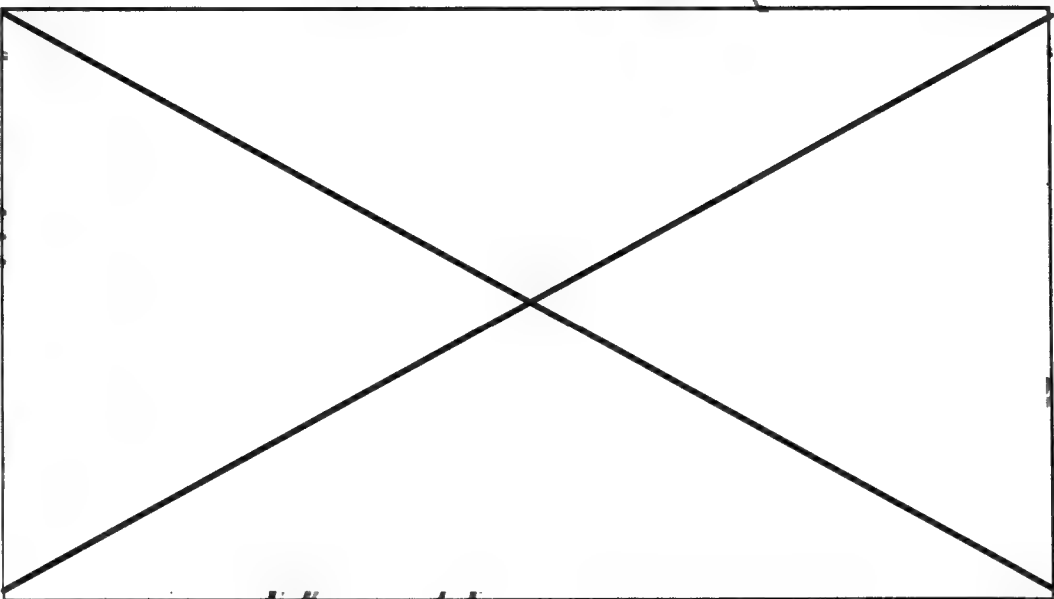


Sc.

Pnl.

Bg.

day night



Dialog:

LR: No, Lee,

LR: -- this isn't the way to achieve
balance.

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

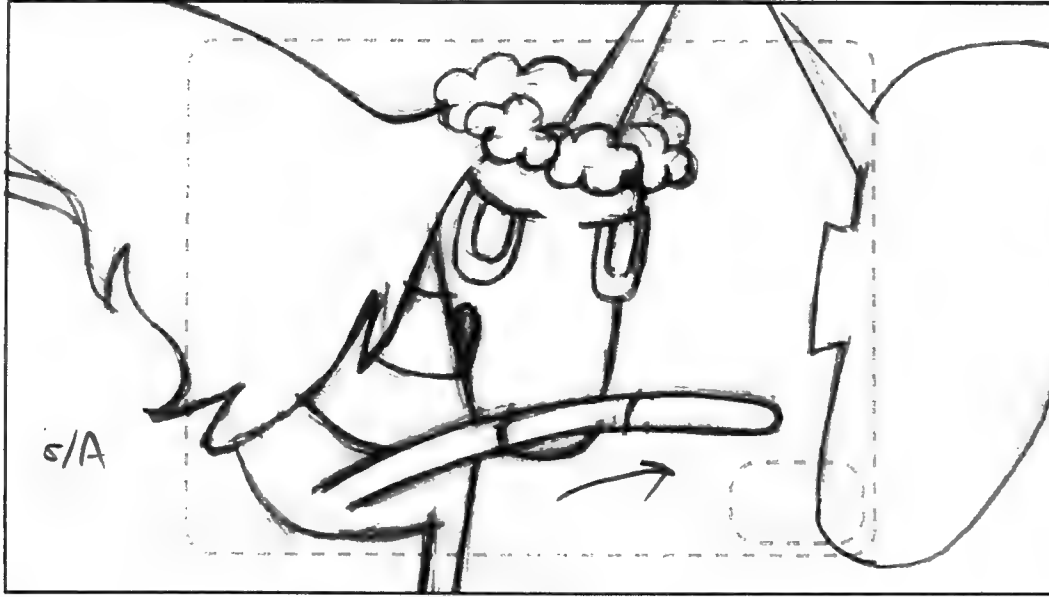


Sc.140

Pnl. B

Bg.

day night

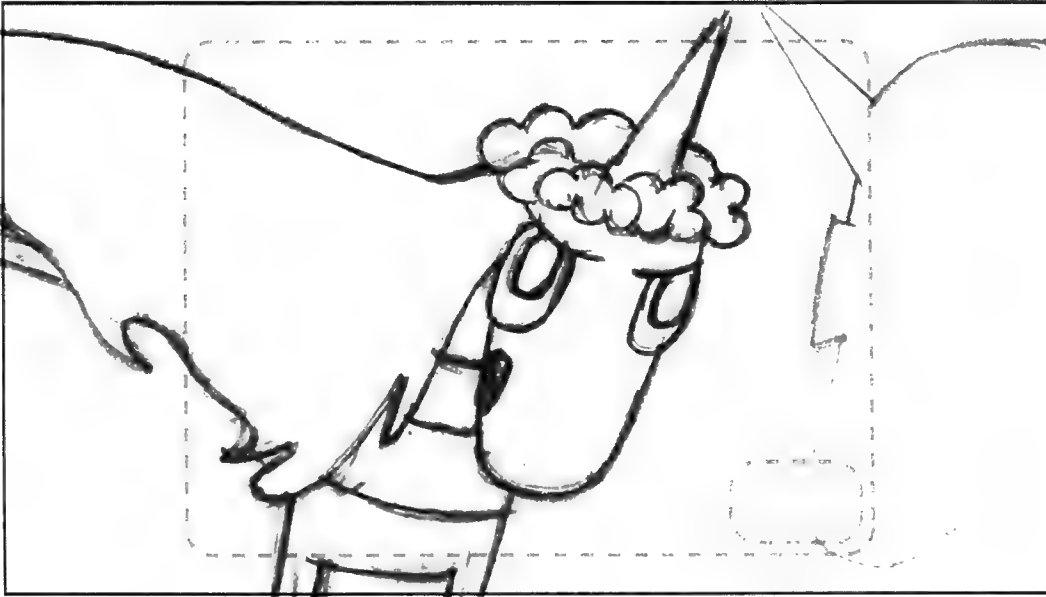


Sc.140

Pnl. C

Bg.

day night



Dialog:	<u>LR:</u> You could trigger ANOTHER --	<u>LR:</u> -- rainicorn-dog war!
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



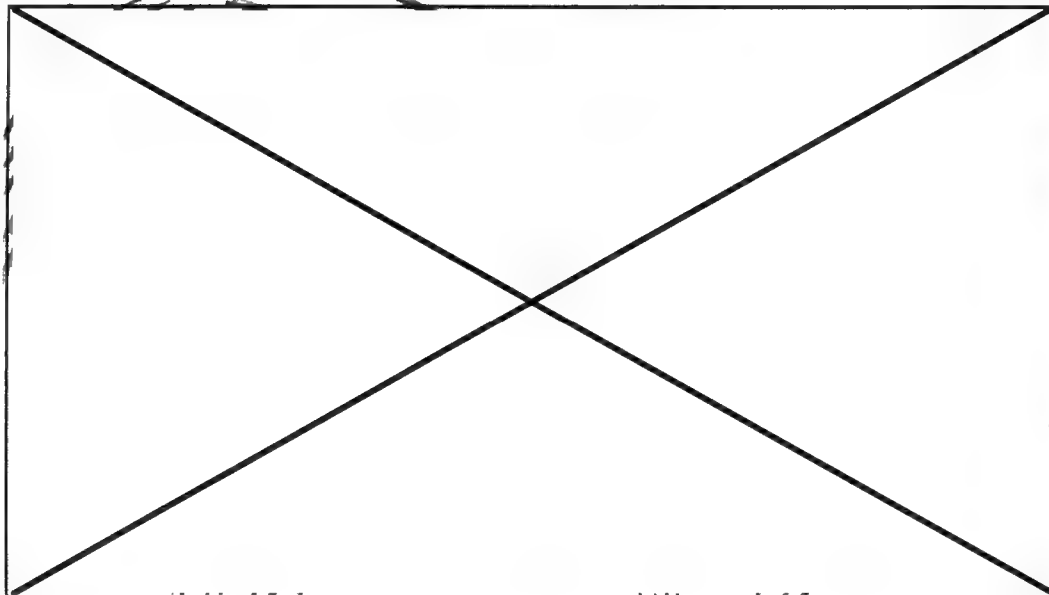
Page 294

Sc.

Pnl.

Bg.

day night

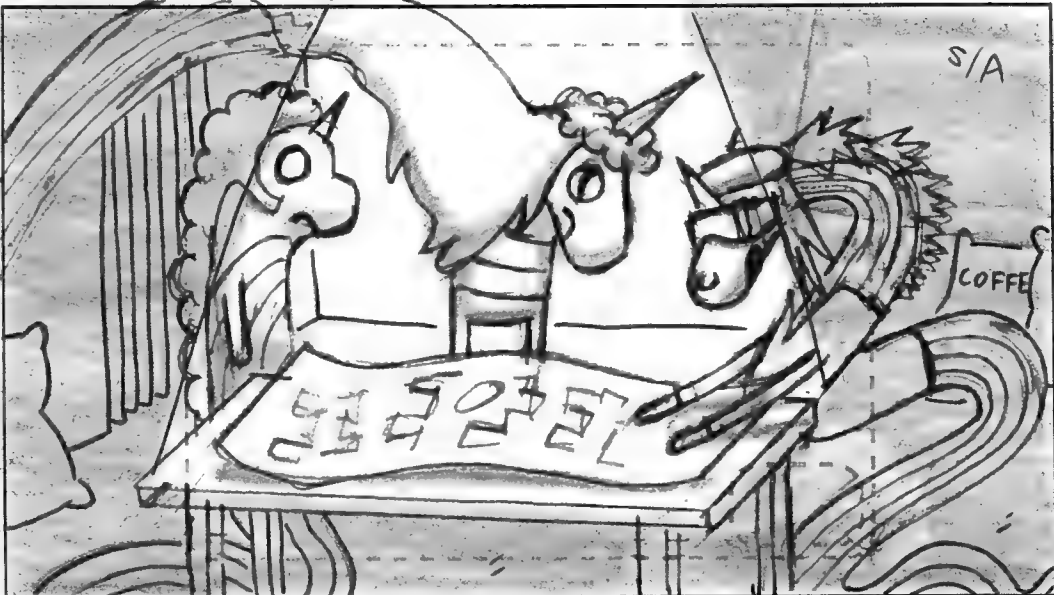


Sc. 141

Pnl. A

Bg.

day night



Dialog:

Lee: BLAH BLAH -- you'll see I'm right.

LEE: Y'KNOW, I'm actually glad --

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

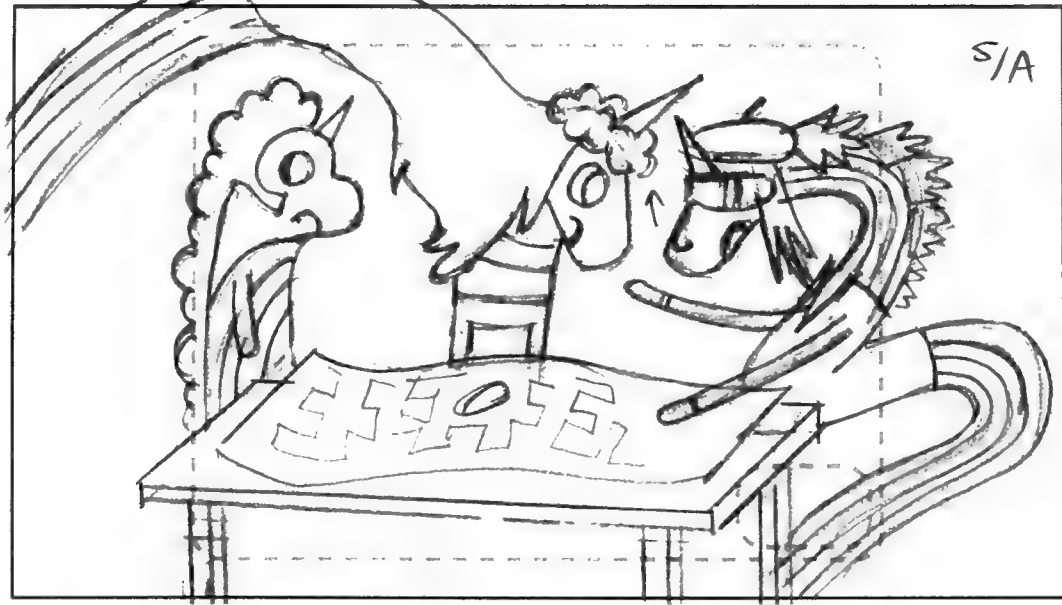


Sc. 141

Pnl. B

Bg.

day night

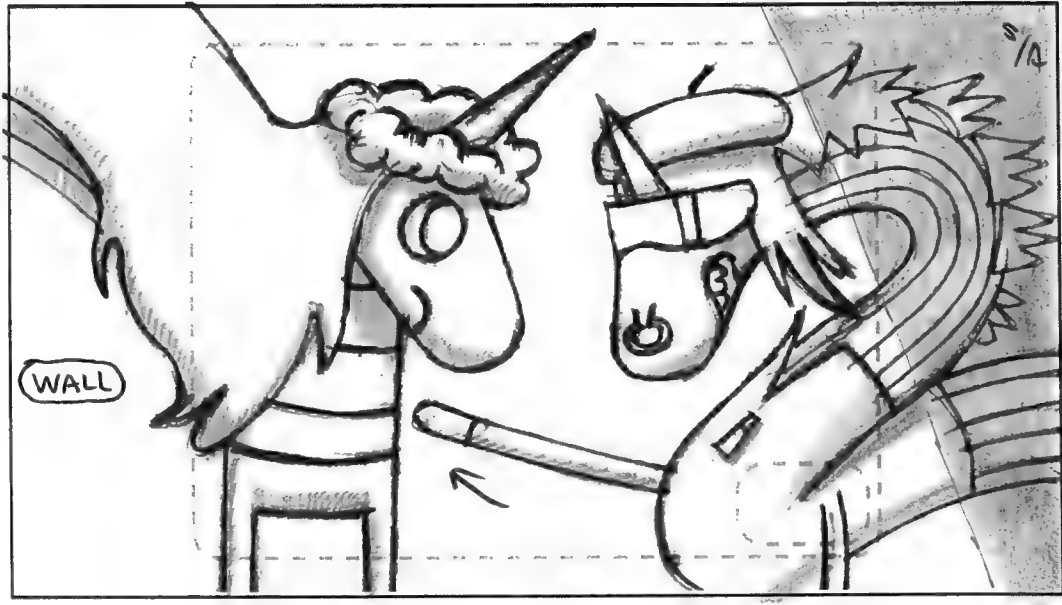


Sc. 142

Pnl. A

Bg.

day night



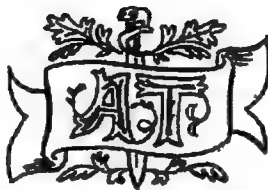
Dialog:	<p><u>Lee</u>: -- you caught me.</p> <p><u>Lee</u>: We can't do this WITHOUT YOU. THE RAINICORNS NEED YOU.</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

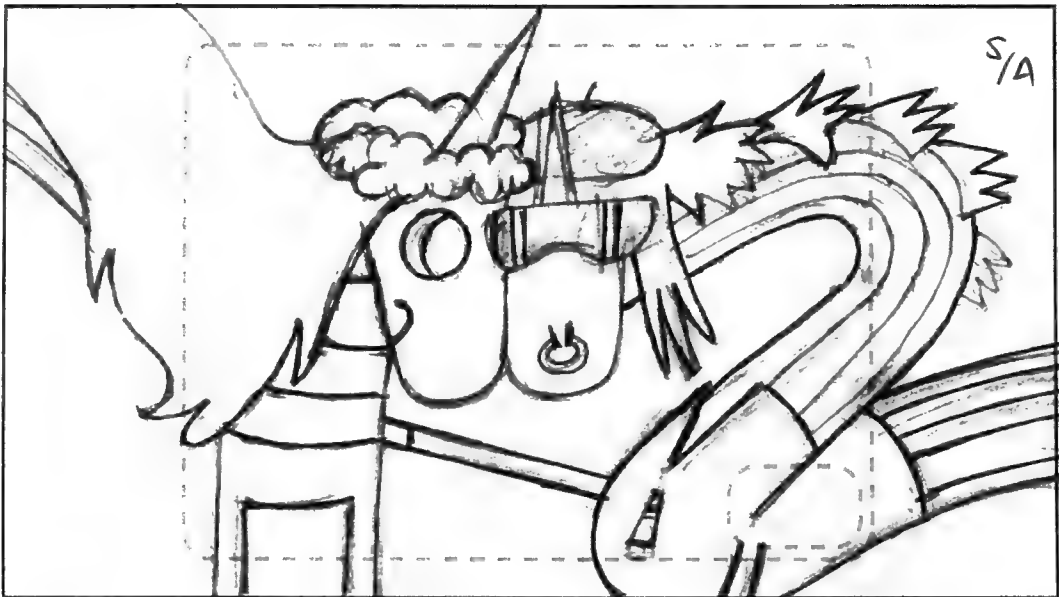


Sc. 142

Pnl. B

Bg.

day night

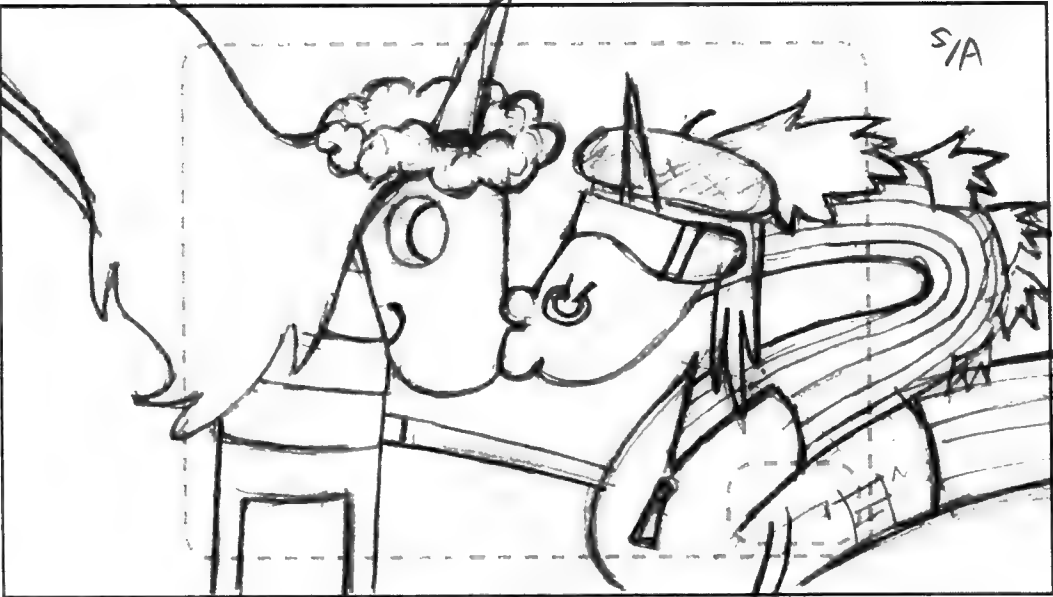


Sc. 142

Pnl. C

Bg.

day night



Dialog:

Lee: LEE NEEDS YOU.

SFX: Sssmeeck!

Action:

-LEE LEANS IN TOWARDS LR.

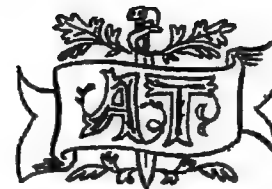
-LEE KISSES LADY'S NOSE.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



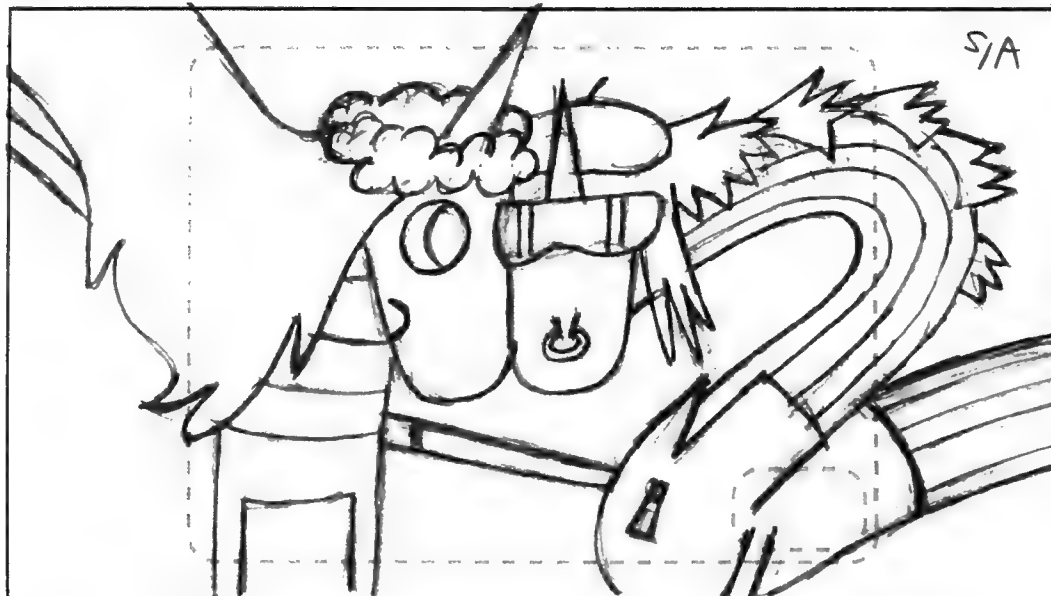
Page 297

Sc. 142

Pnl. D

Bg.

day night



Sc. 143

Pnl. A

Bg.

day night



Dialog:

LR: [Worried noise.]

SFX:

Funky guitar sting.

Action:

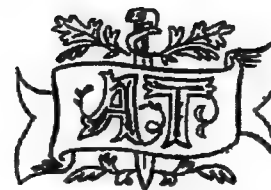
On labyrinth building, with two guard dogs
at the door.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



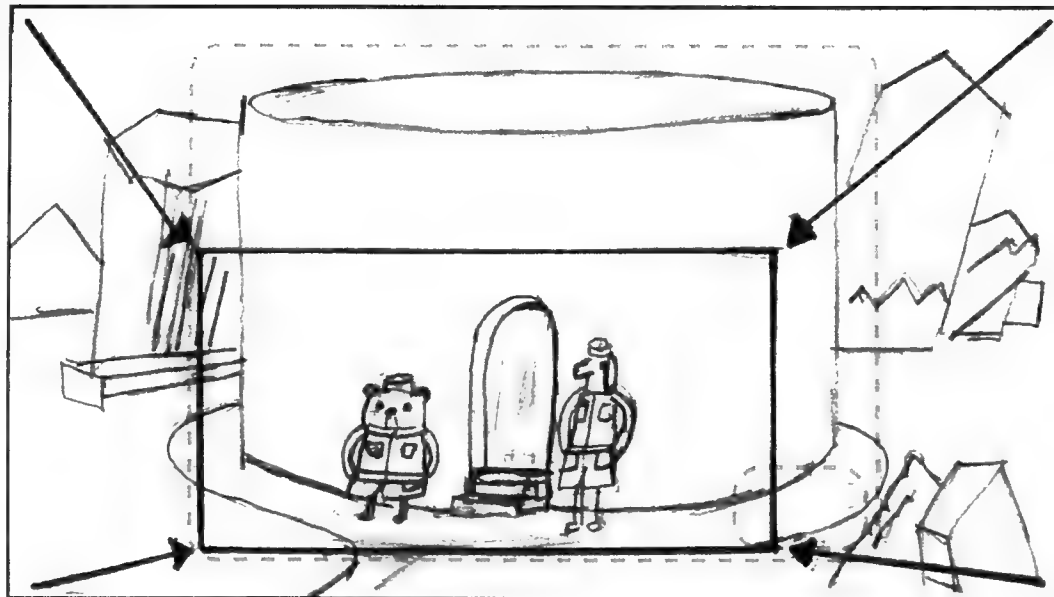
Page 298

Sc. 143

Pnl. B

Bg.

day night

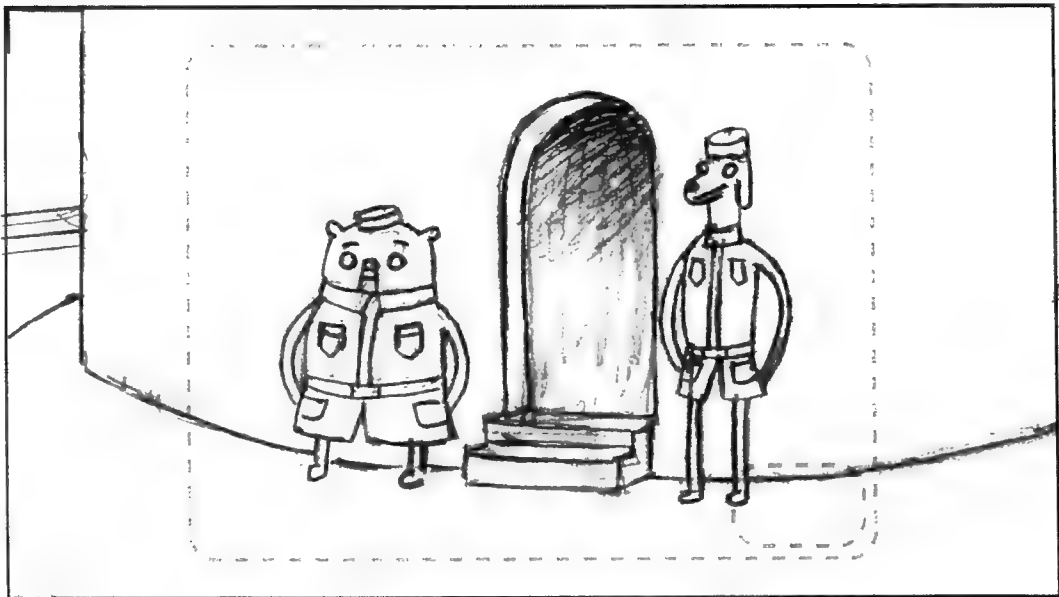


Sc. 143

Pnl. C

Bg.

day night



Dialog:

Action: — T.I. on guard dogs.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 299

Sc. 143

Pnl. D

Bg.

day night

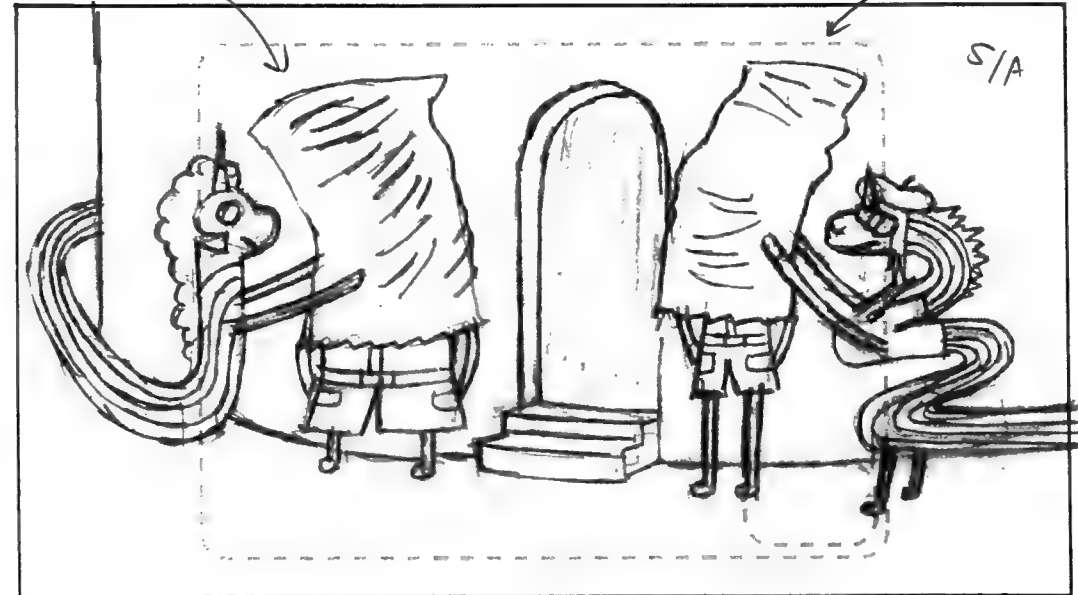


Sc. 143

Pnl. E

Bg.

day night



Dialog:

SFX: Crumple crumple.

Action:

— Roy and Lee enter with large paper bags.

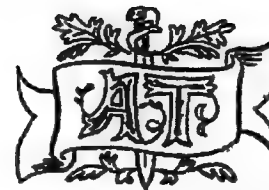
— Roy and Lee put the paper bags over the guard dogs.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



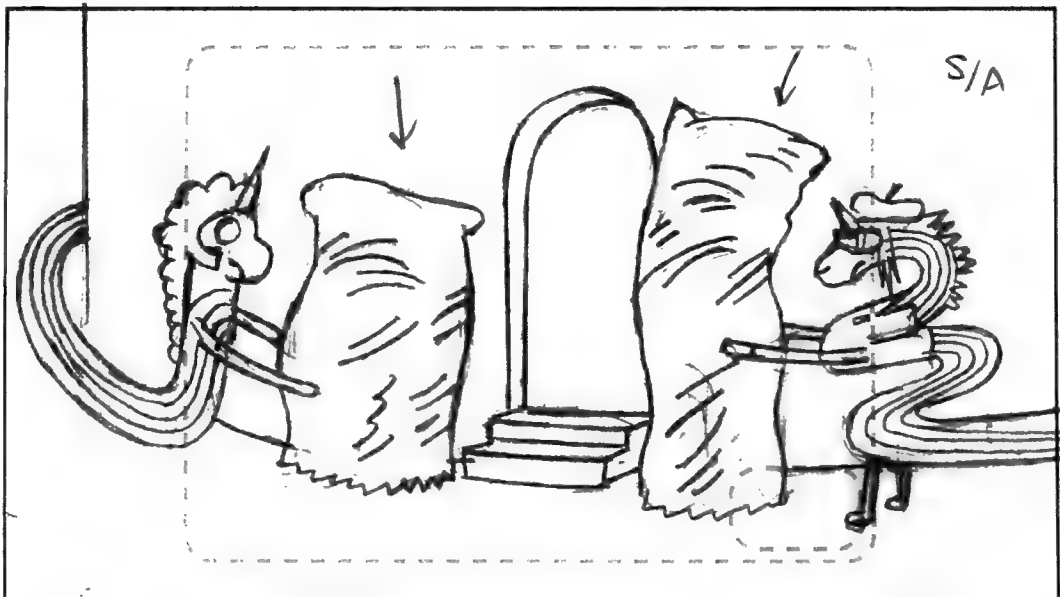
Page 300

Sc. 143

Pnl. F

Bg.

day night

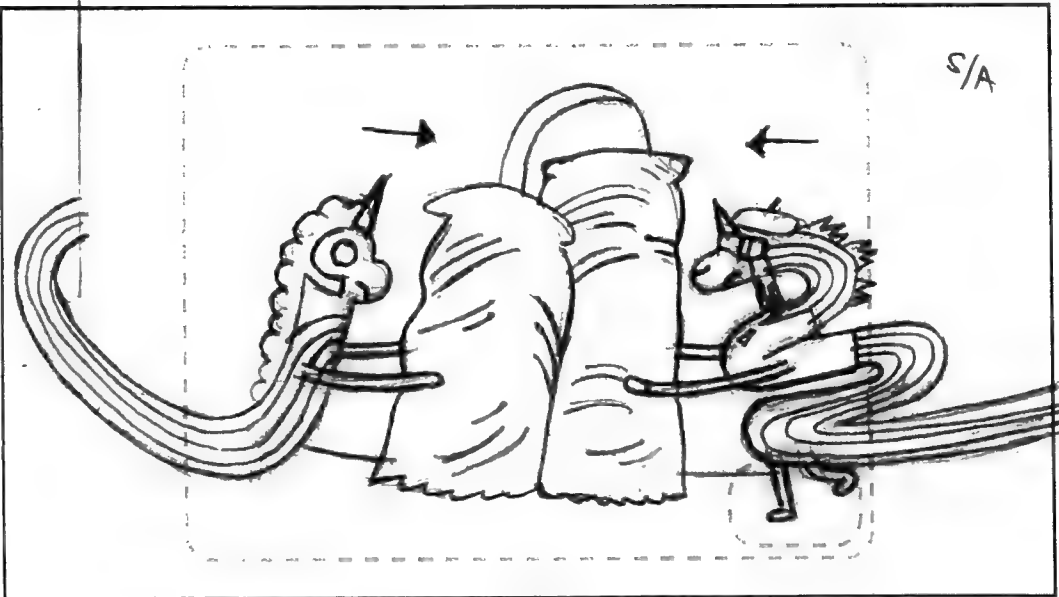


Sc. 143

Pnl. G

Bg.

day night



Dialog:

SFX: * SHFF *

Action:

Roy and Lee push the guard dogs together.

Timing:

ADVENTURE TIME



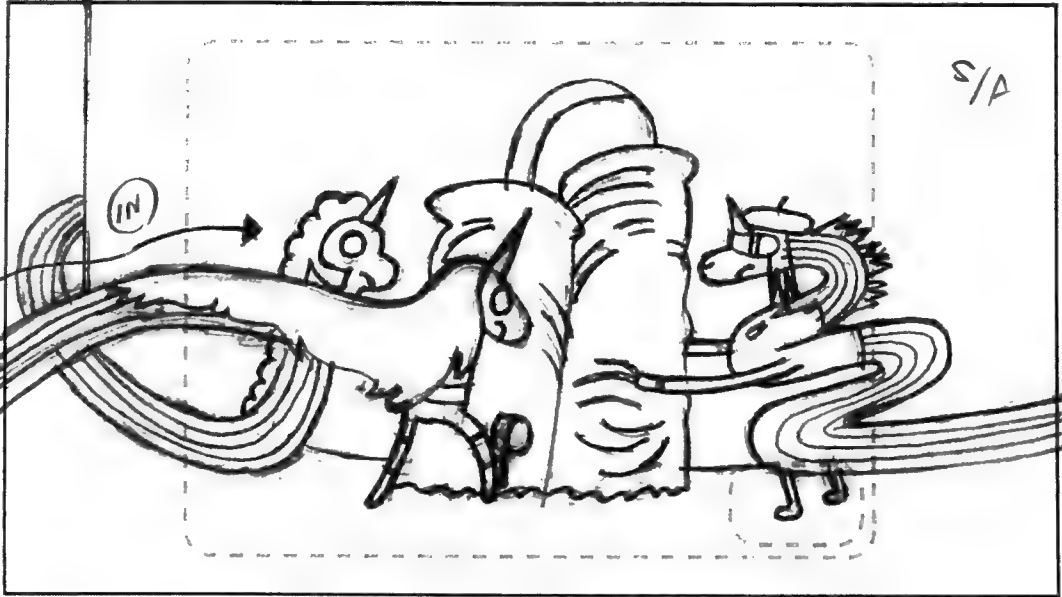
Page 301

Sc. 143

Pnl. H

Bg.

day night

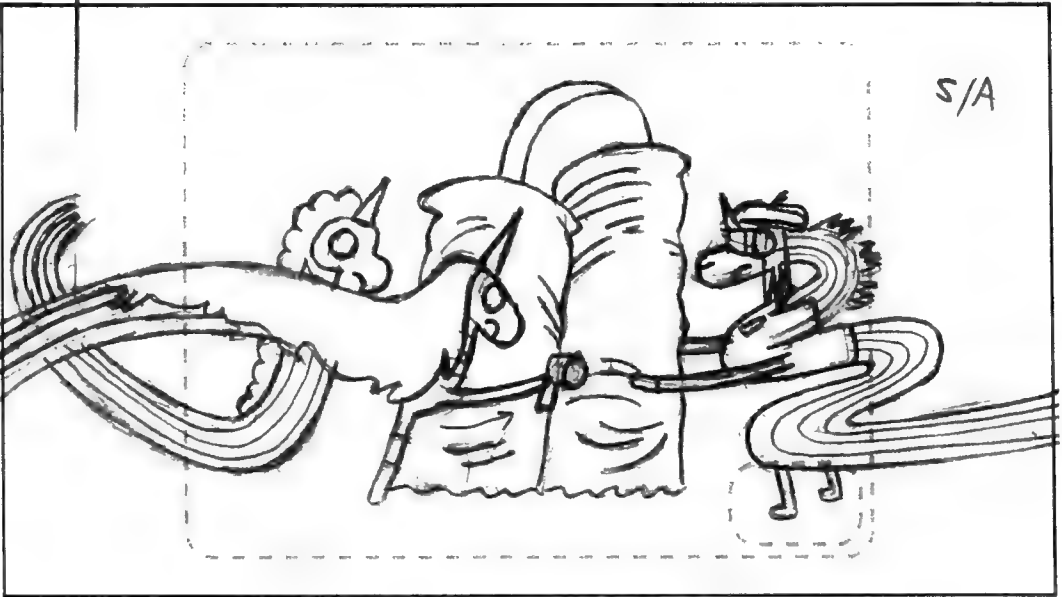


Sc. 143

Pnl. I

Bg.

day night



Dialog:

Action:

LR enters with a shipping tape dispenser.
Something like this > > >

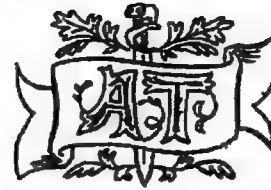
Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME



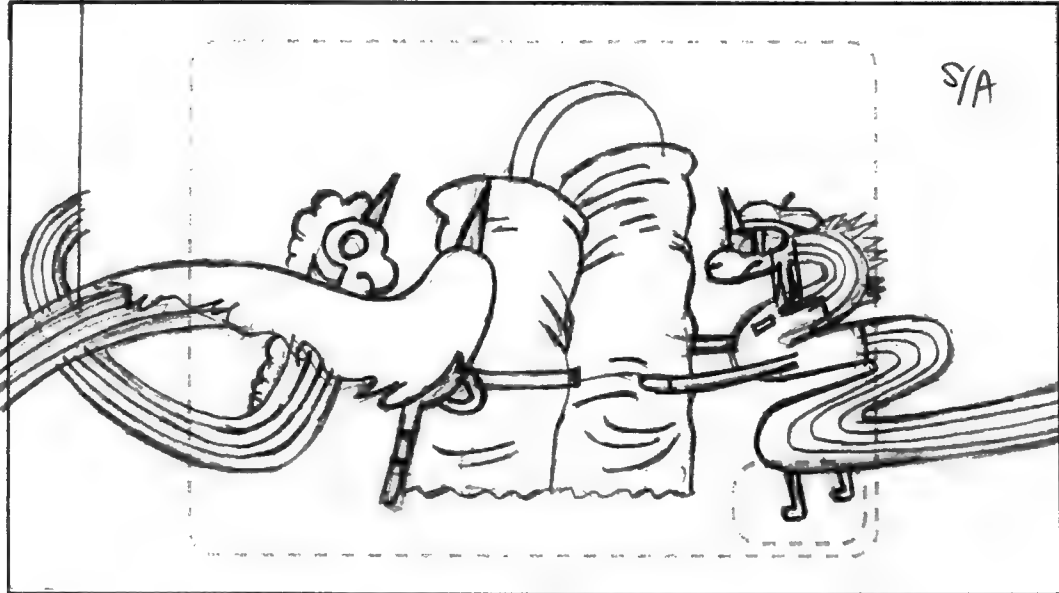
Page 302

Sc. 143

Pnl. J

Bg.

day night

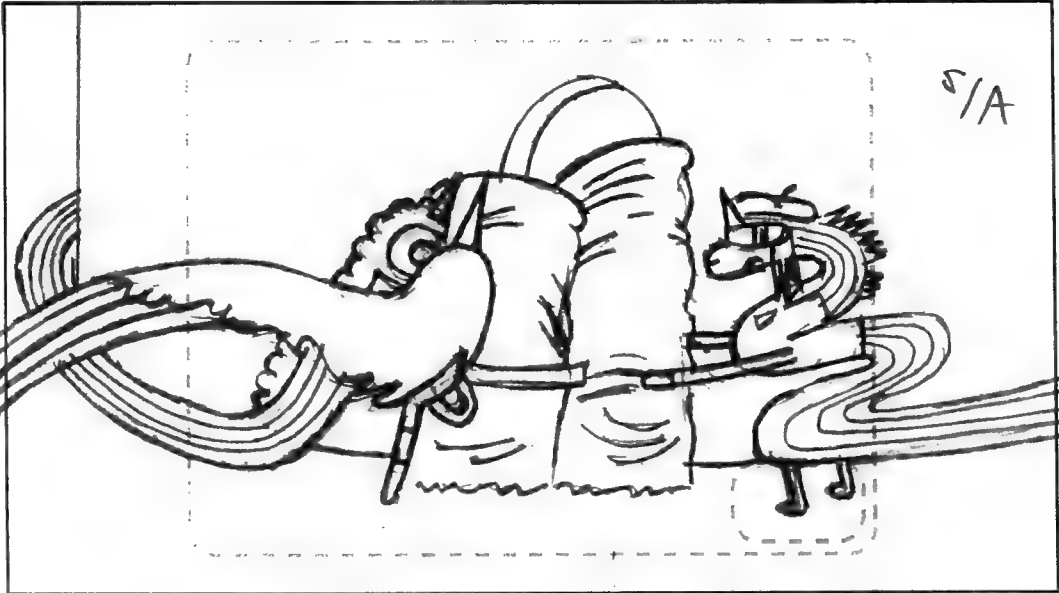


Sc. 143

Pnl. K

Bg.

day night



Dialog:

SFX: Skrank! [LR using the tape]

SFX: Skrank! [Roy using the tape]

Action:

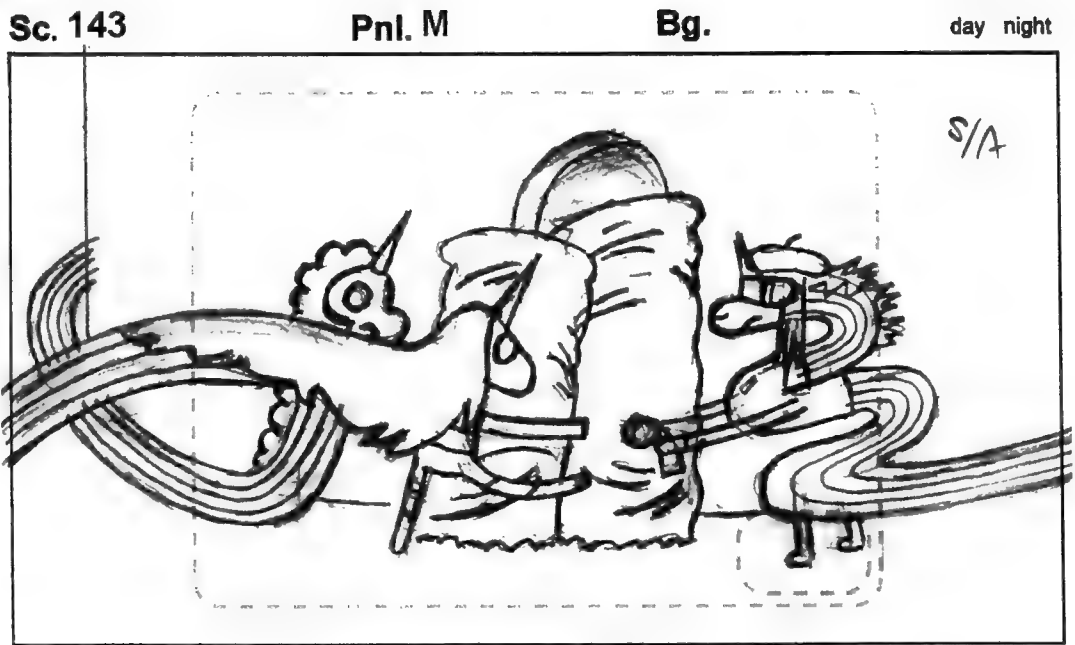
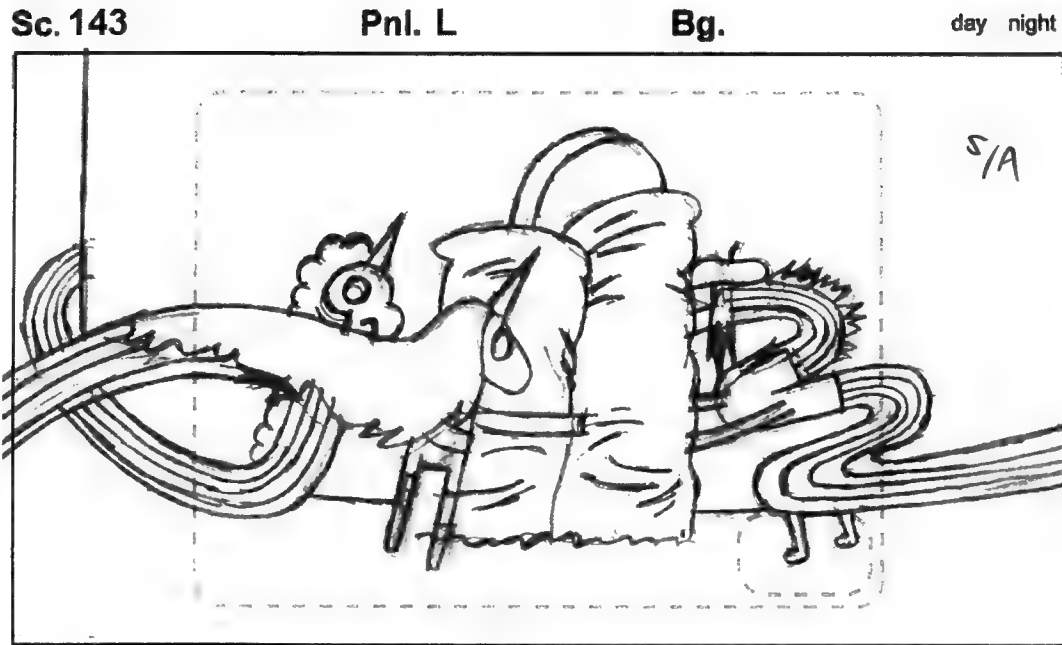
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<u>SFX:</u> Skrank! [Lee using the tape]
Action:	
Timing:	

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ADVENTURE TIME

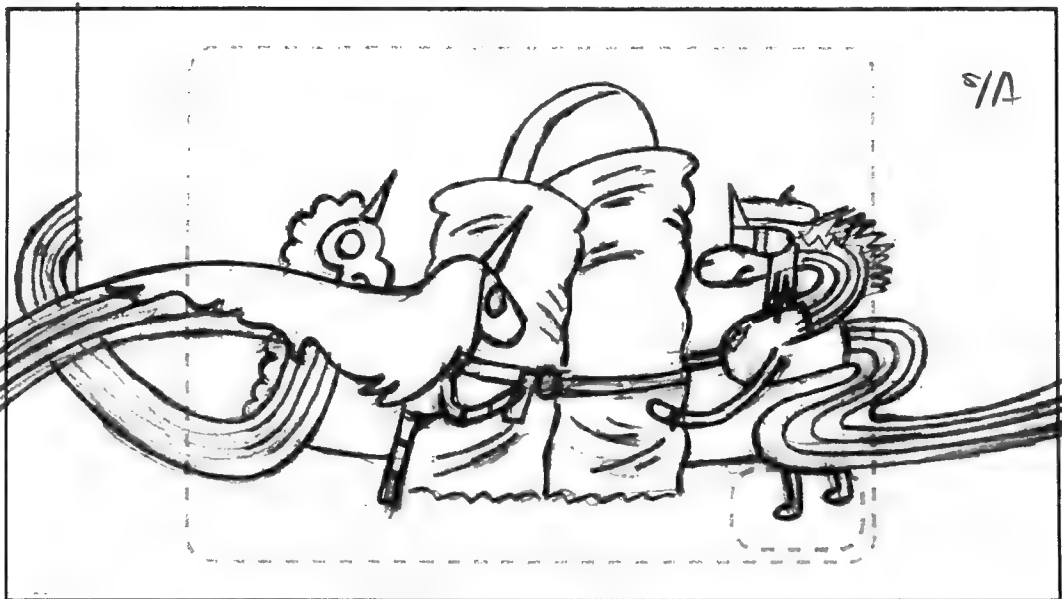


Sc. 143

Pnl. N

Bg.

day night

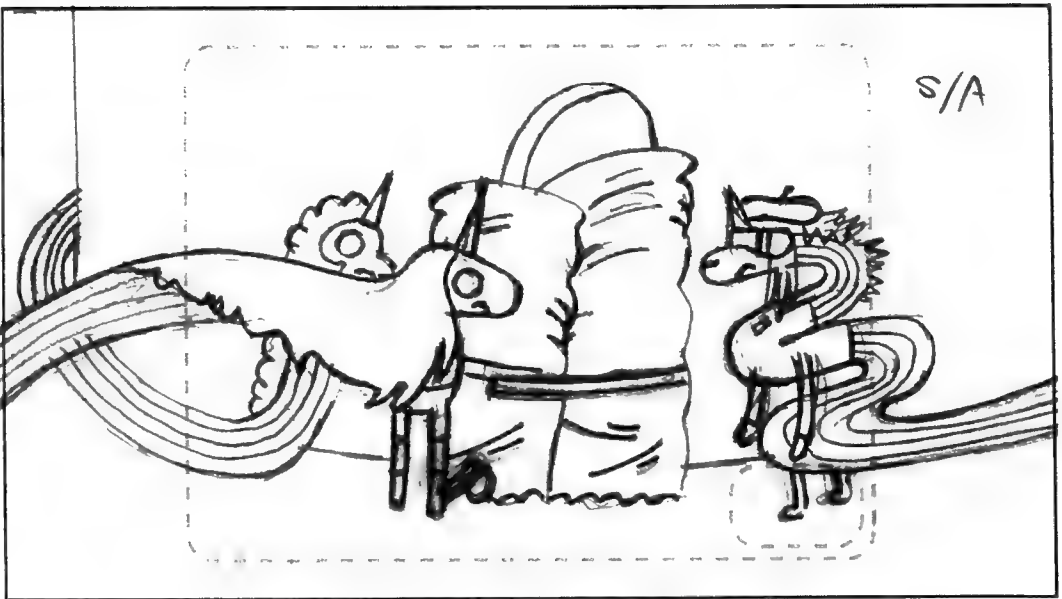


Sc. 143

Pnl. O

Bg.

day night



Dialog:	<u>SFX:</u> Skrank! [LR using the tape]
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



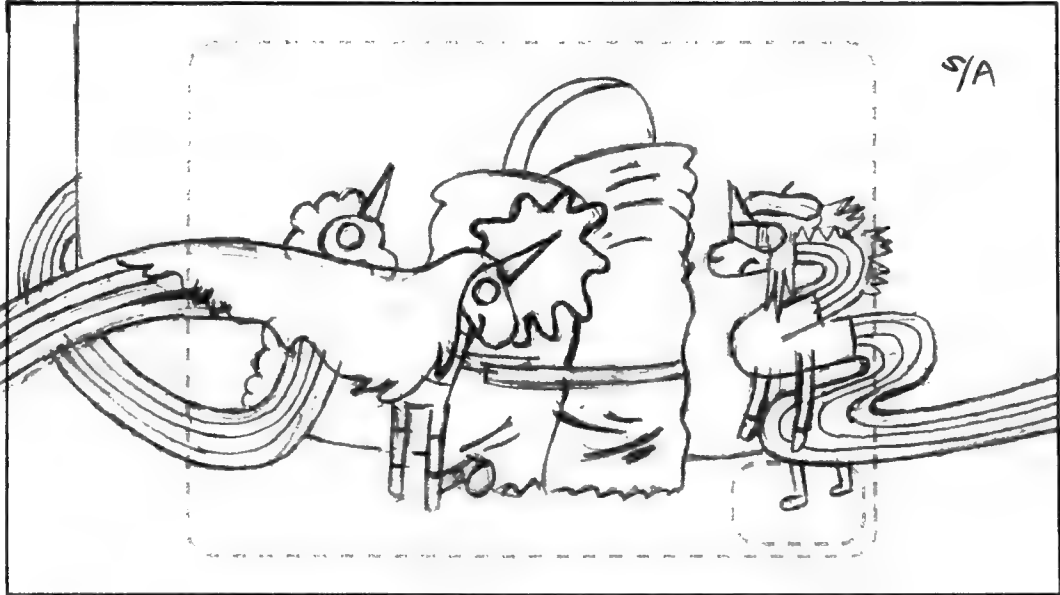
Page 305

Sc. 143

Pnl. P

Bg.

day night

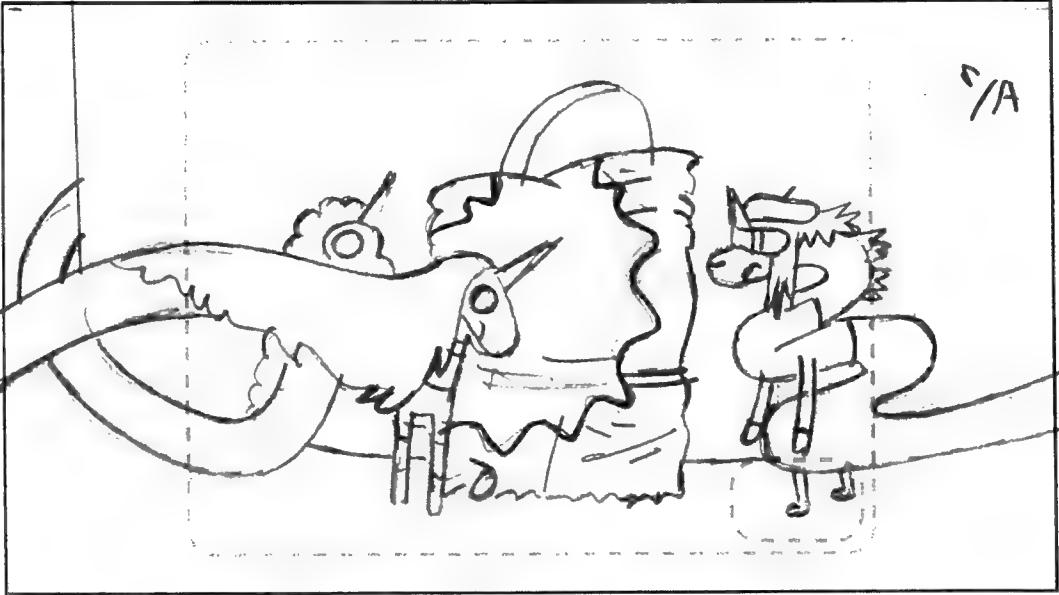


Sc. 143

Pnl. Q

Bg.

day night



Dialog:

SFX:
— VMM

Action:

LR sprays color onto the bags, making the bags the same color as the wall of the building.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



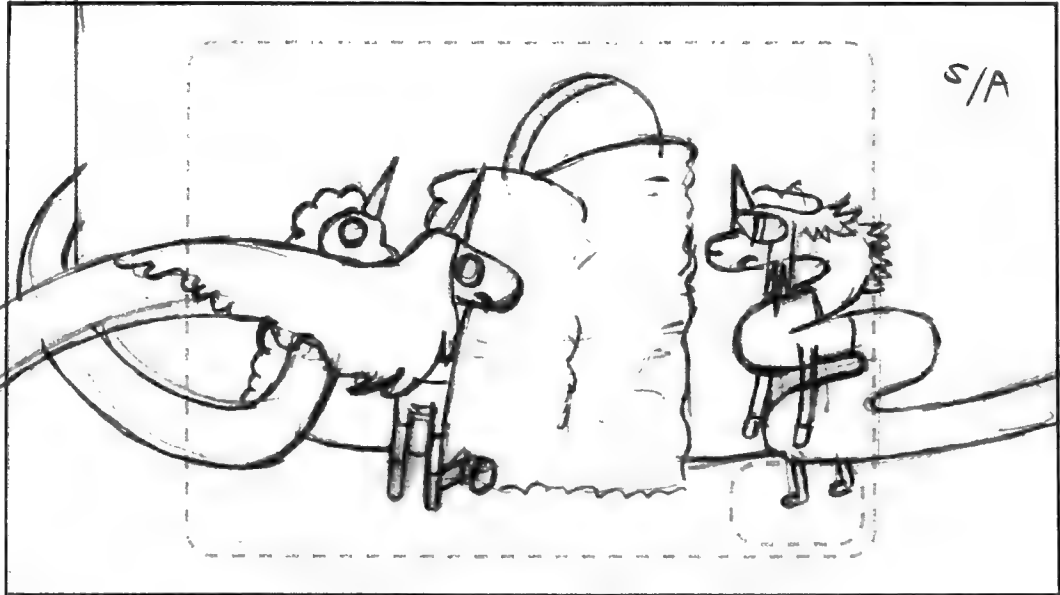
Page 306

Sc. 143

Pnl. R

Bg.

day night

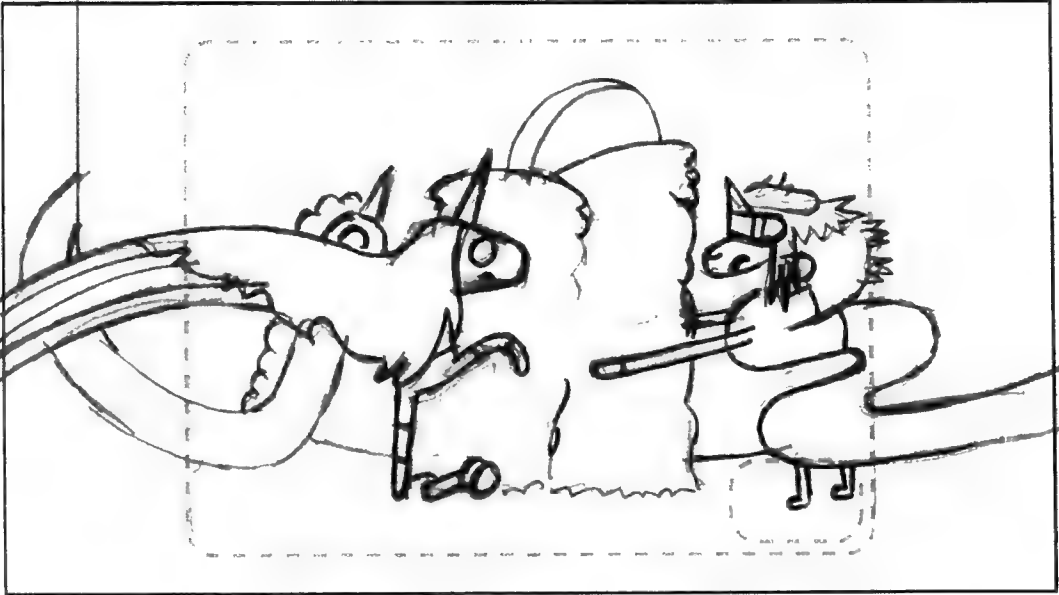


Sc. 143

Pnl. S

Bg.

day night



Dialog:

Action:

Lee grabs the bags.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



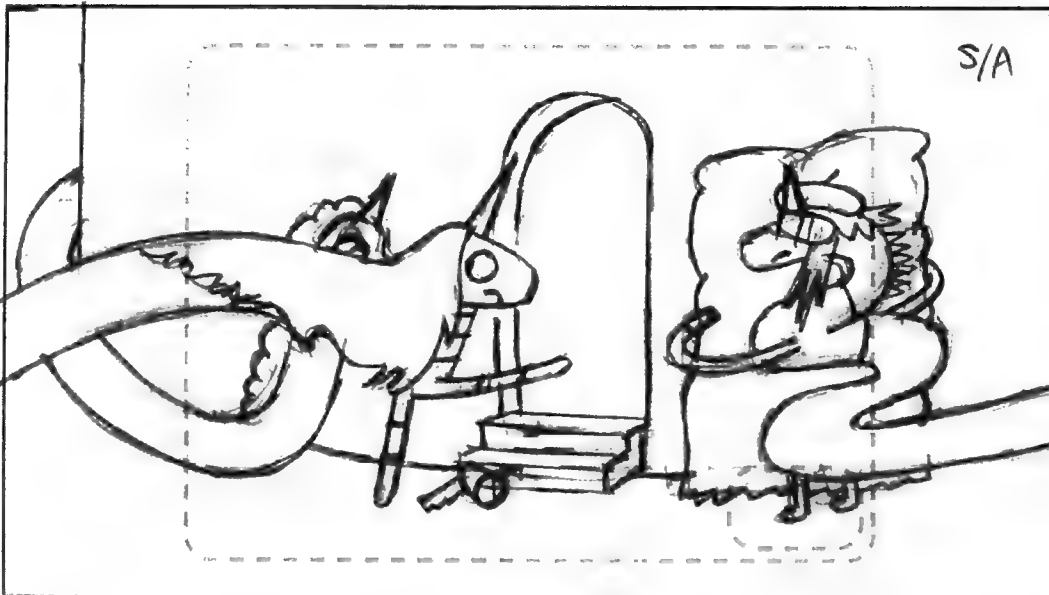
Page 307

Sc. 143

Pnl. T

Bg.

day night

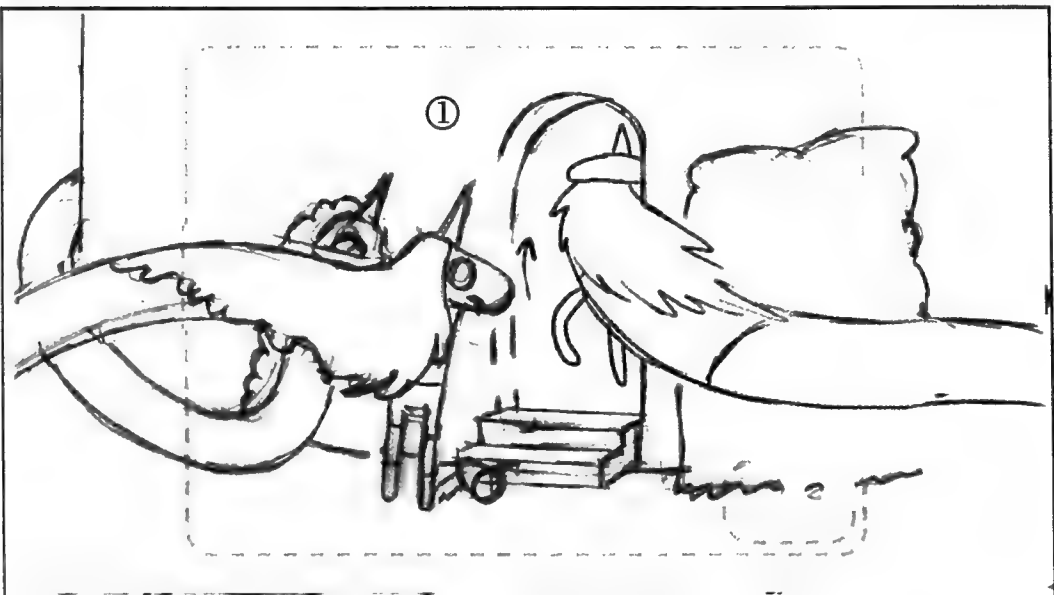


Sc. 143

Pnl. U

Bg.

day night

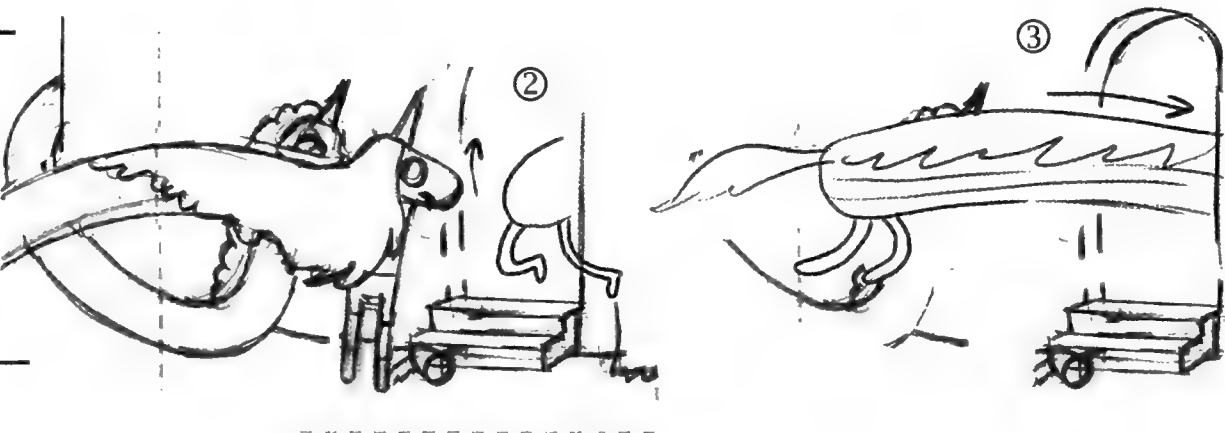


Dialog:

Action:

Lee moves the bags. The bags hardly show up against the building.

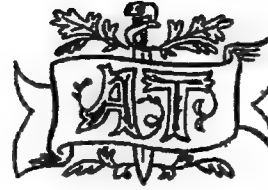
Timing:



EPISODE # 1034-232

Production :

ADVENTURE TIME

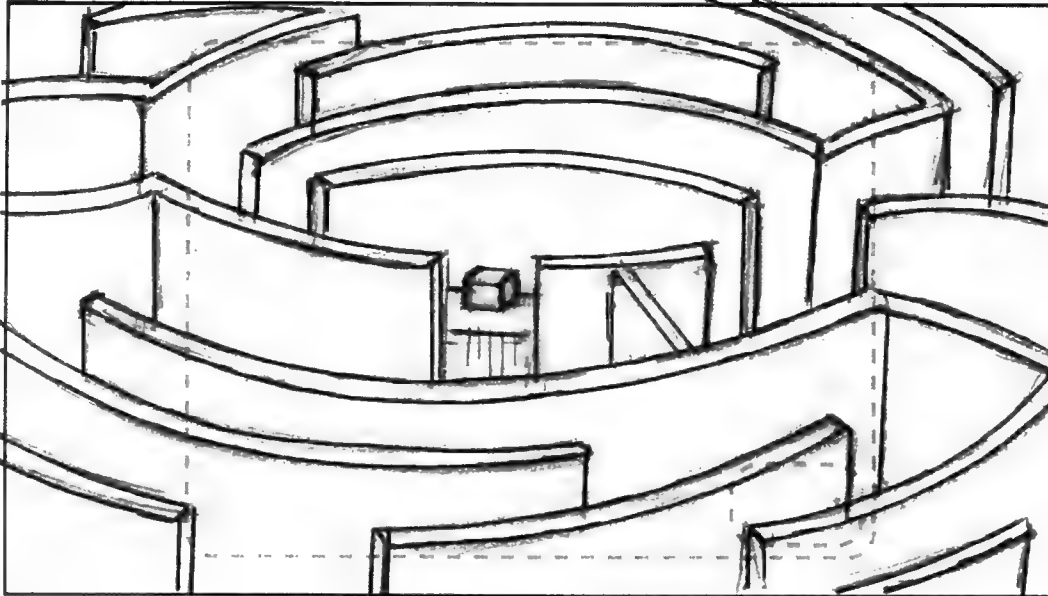


Sc. 145

Pnl. A

Bg.

day night

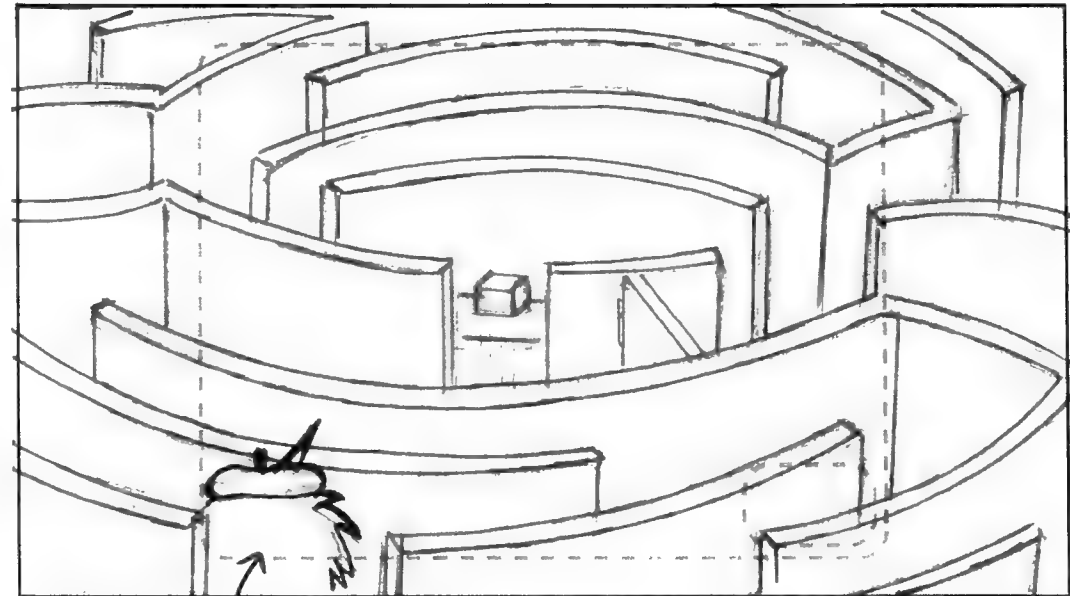


Sc. 145

Pnl. B

Bg.

day night



Dialog:

SFX: * SNEAKY MUSIC *

Action:

Inside the labyrinth.

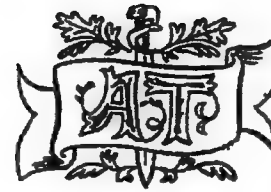
Lee enters the labyrinth.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



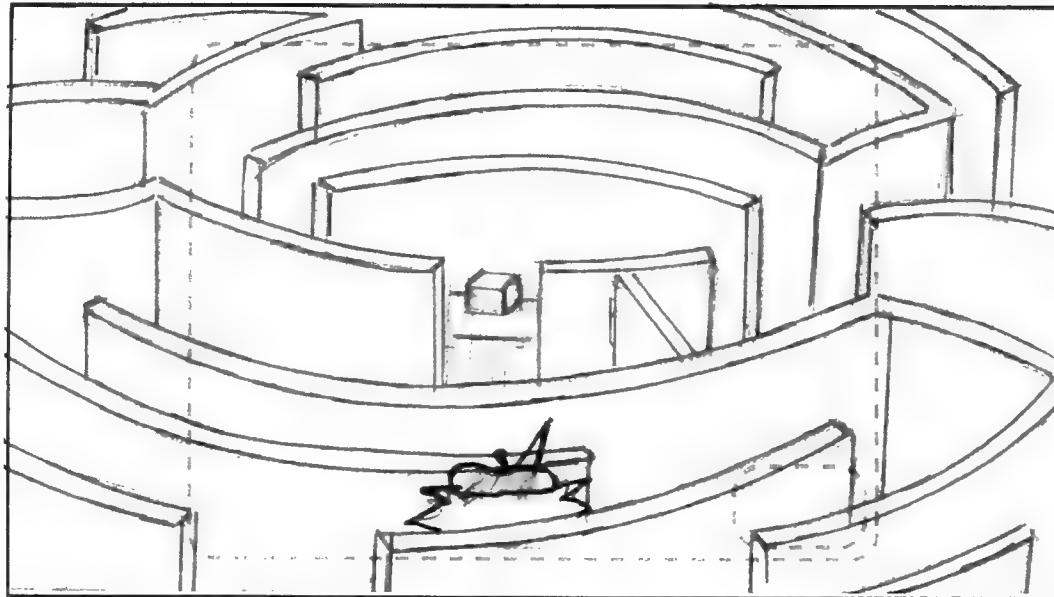
Page **309**

Sc. 145

Pnl. C

Bg.

day night

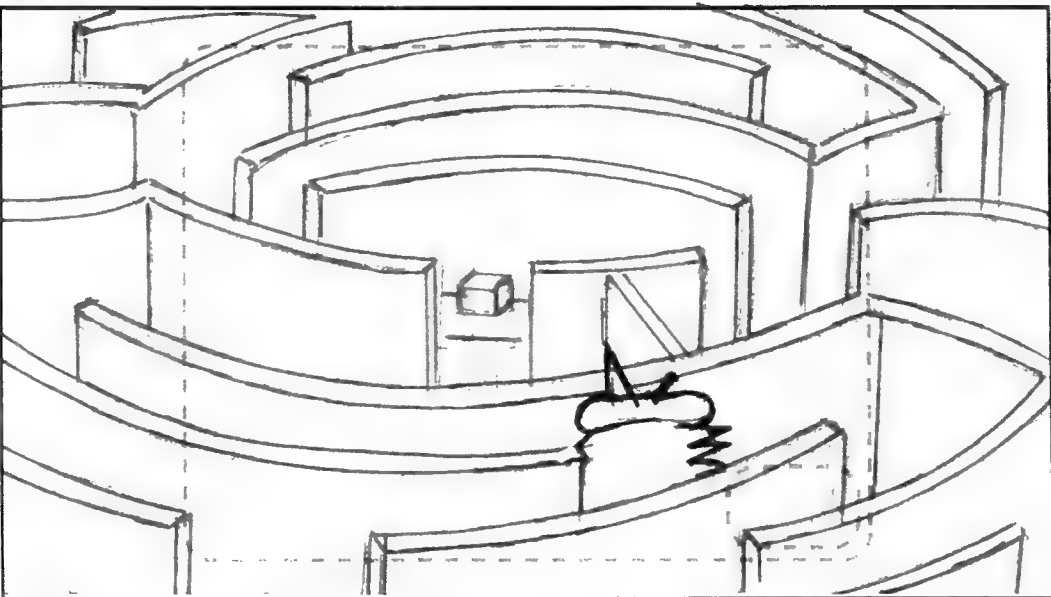


Sc. 145

Pnl. D

Bg.

day night



Dialog:

Action:

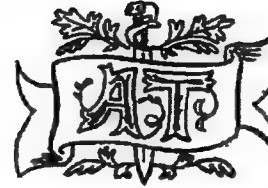
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



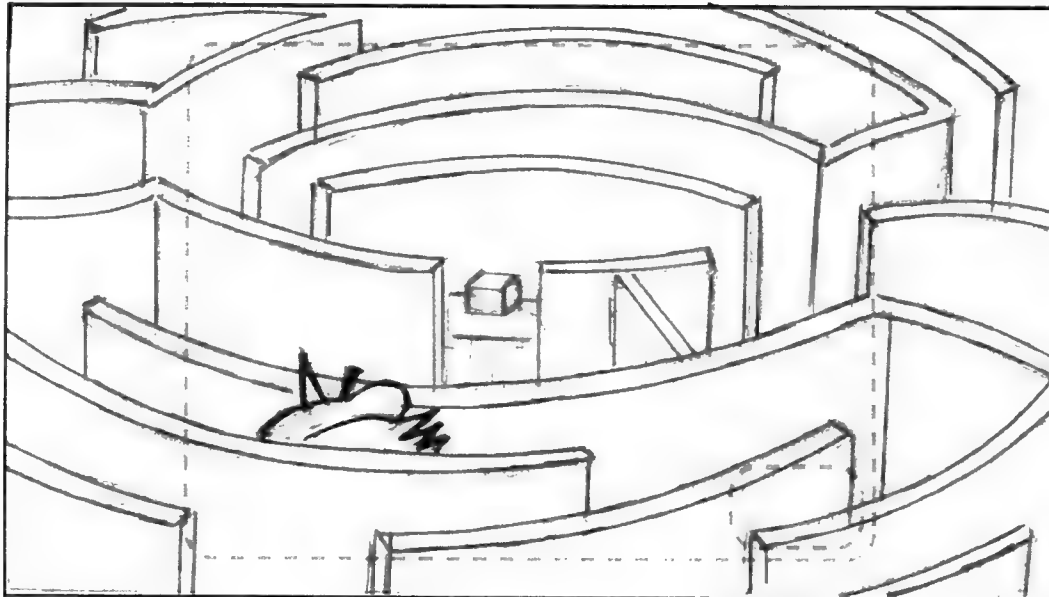
Page 310

Sc. 145

Pnl. E

Bg.

day night

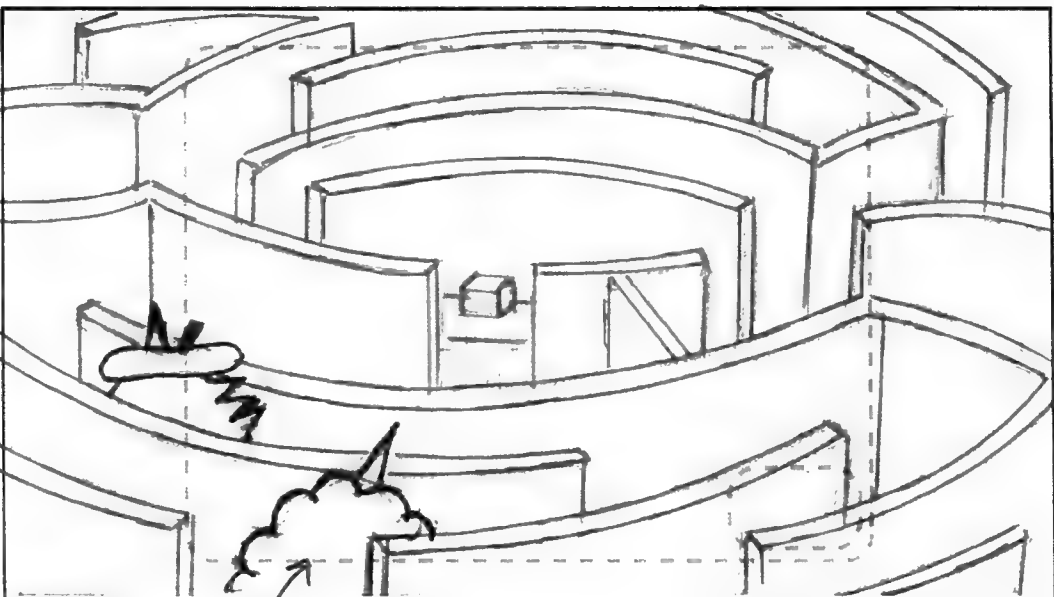


Sc. 145

Pnl. F

Bg.

day night



Dialog:

Action:

Roy enters the labyrinth, following Lee.

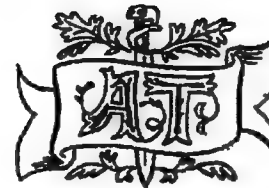
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



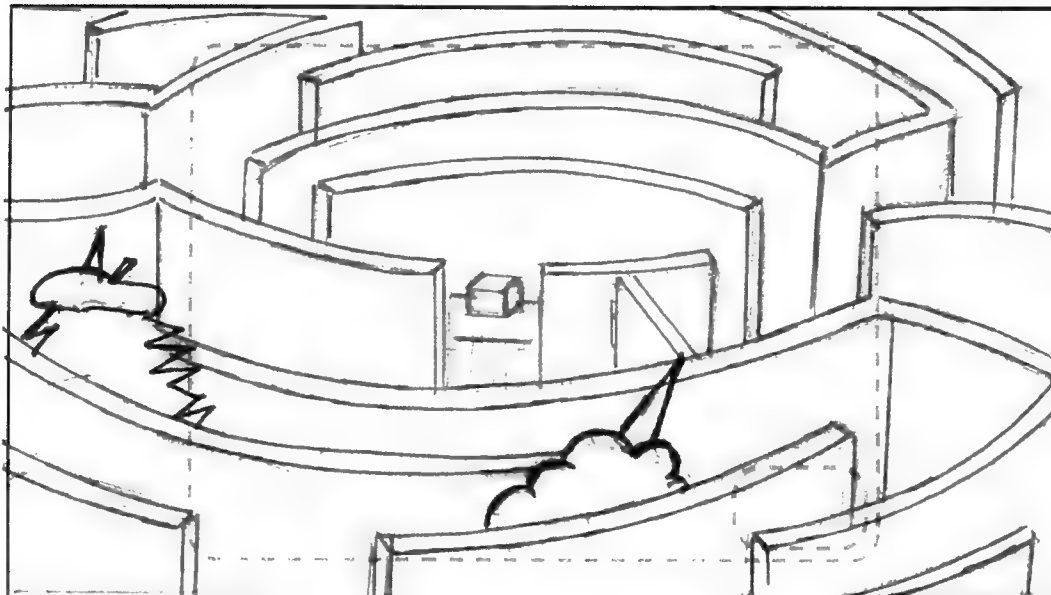
Page 311

Sc. 145

Pnl. G

Bg.

day night

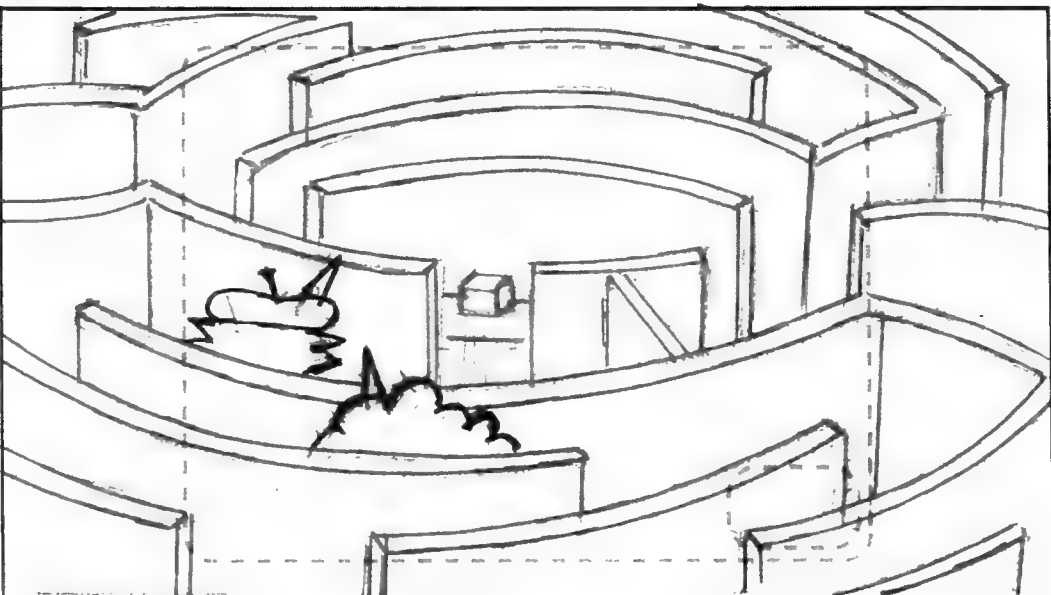


Sc. 145

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

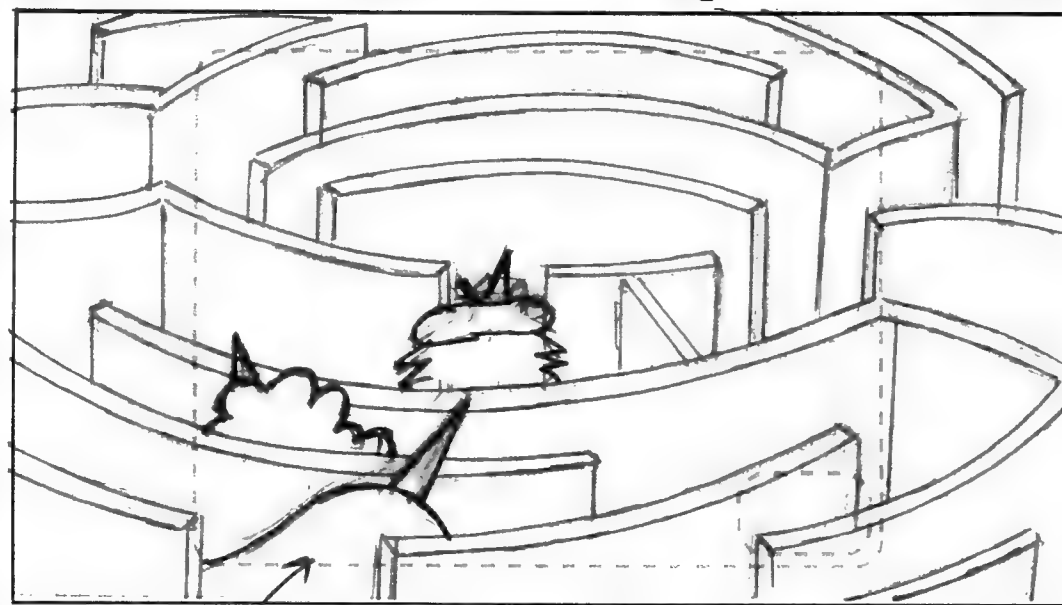
Production :

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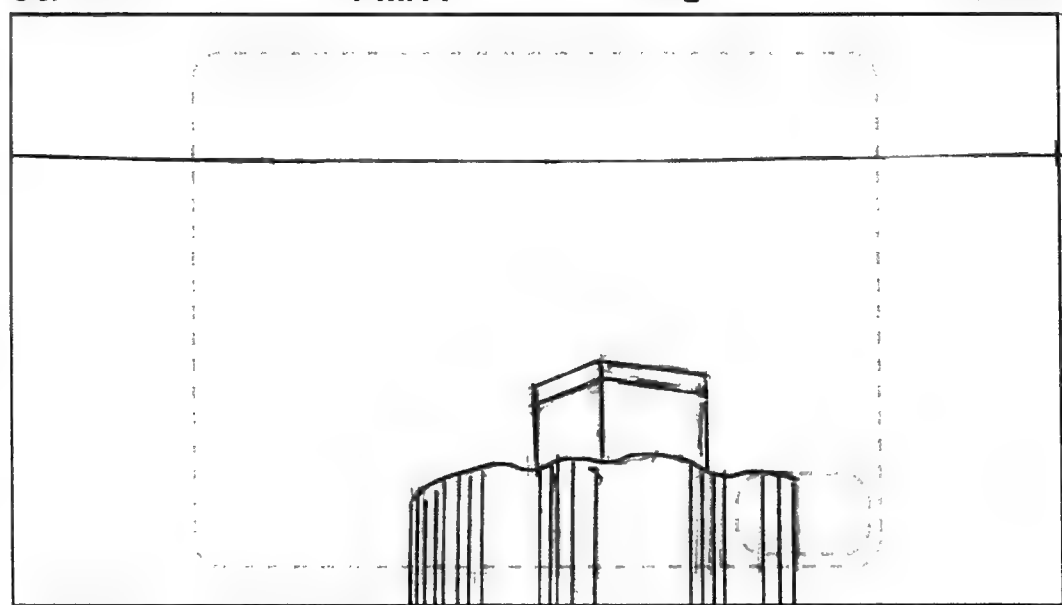
ADVENTURE TIME



Sc. 145 Pnl. I Bg. day night



Sc. 146 Pnl. A Bg. day night

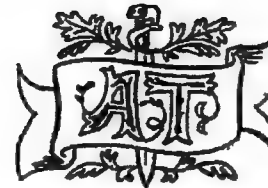


Dialog:	(IN)
Action:	LR enters. - On a podium with a box on it AT THE CENTER OF LABYRINTH
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



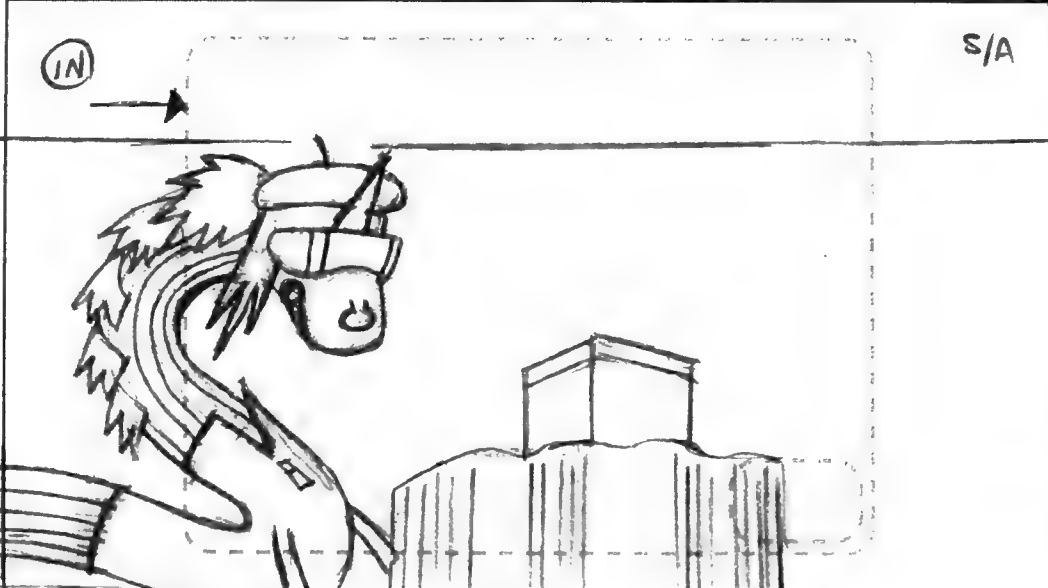
Page 313

Sc. 146

Pnl. B

Bg.

day night

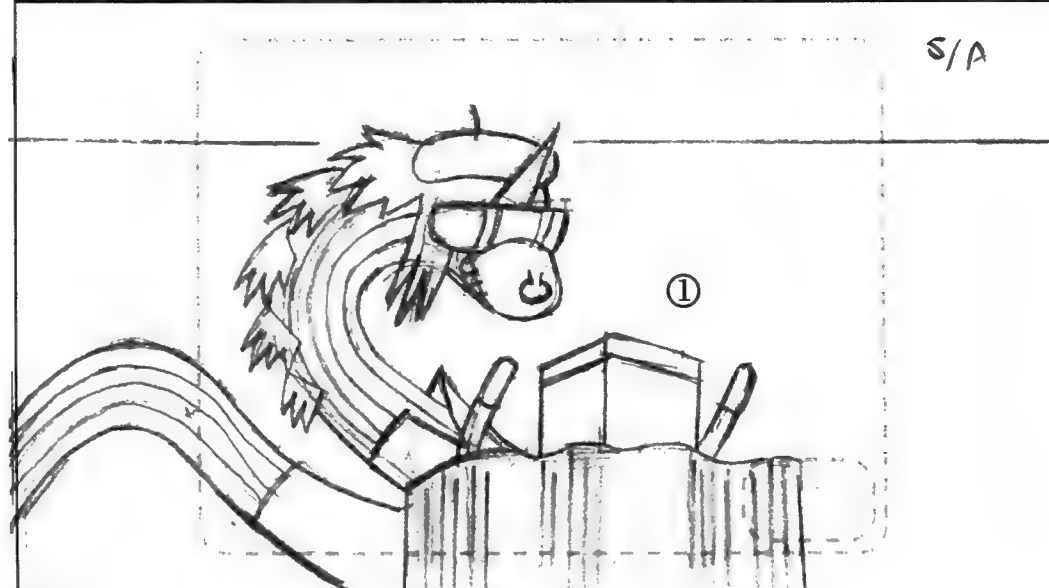


Sc. 146

Pnl. C

Bg.

day night



Dialog:

Action:

- LEE WALKS ON/S.

Lee reaches up to box.

②

Timing:

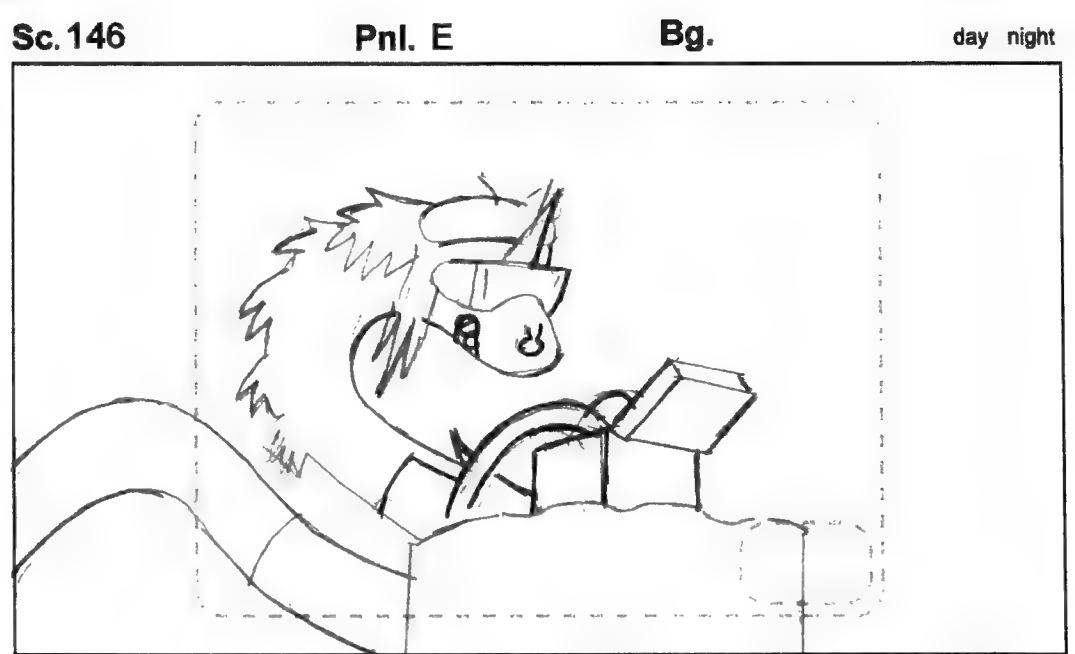
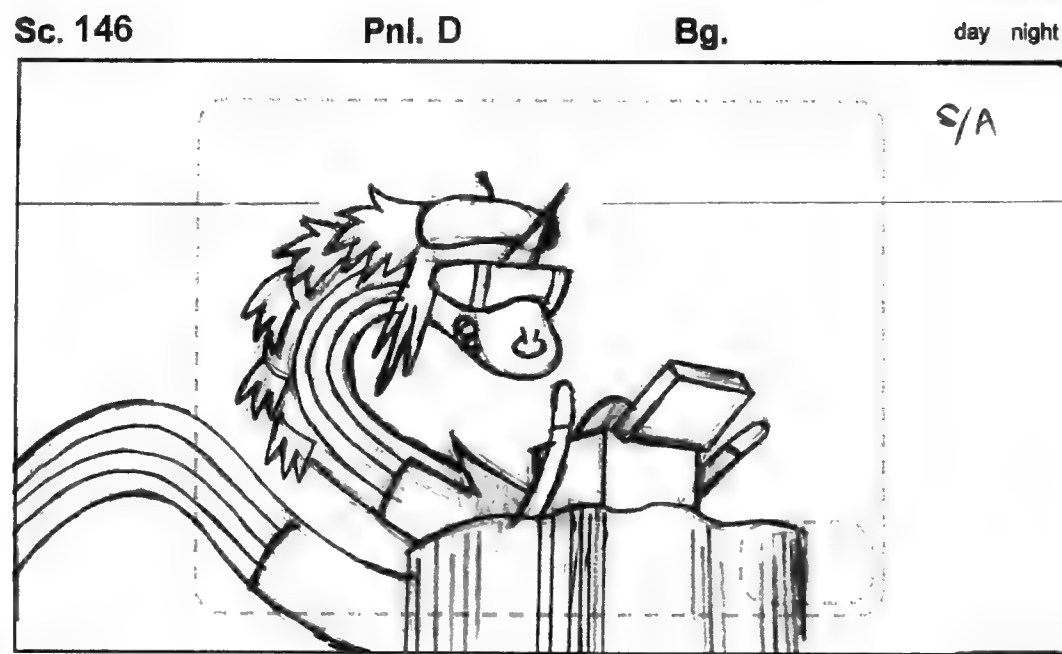


EPISODE # 1034-232

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ADVENTURE TIME

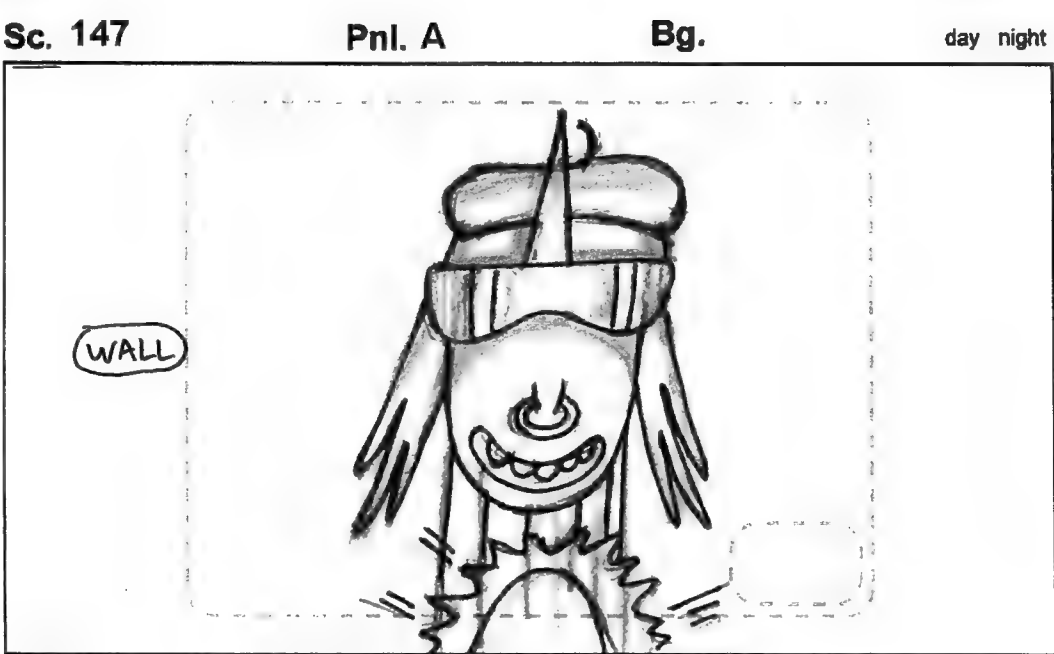
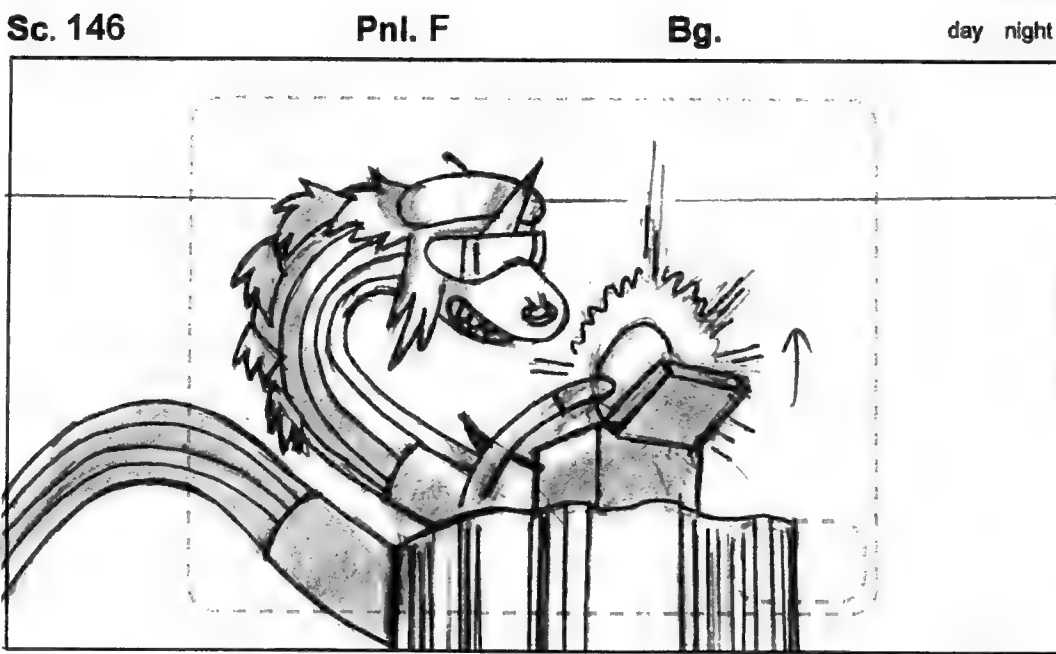


Dialog:	
<u>SFX</u> : ↑ Puck! [box opens]	<u>Lee</u> : -- MERGENCE --
<u>Lee</u> : The --	
Action:	
Lee opens box.	Lee reaches into box.
Timing:	

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Production :

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ADVENTURE TIME

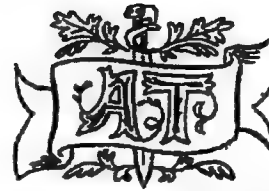


Dialog:	
<u>Lee</u> : -- of Destruction!	<u>Lee</u> : I'm gonna rain pain on all --
Action: - Lee picks up the crystal OBJECT. - OBJECT STARTS GLOWING.	
Timing:	

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Production :

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ADVENTURE TIME

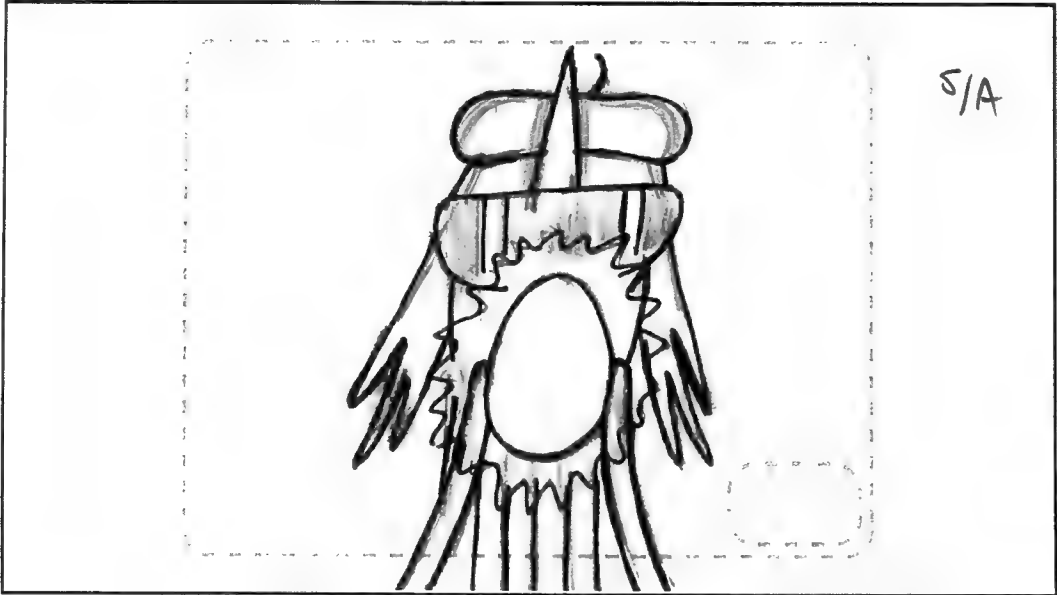


Sc. 147

Pnl. B

Bg.

day night

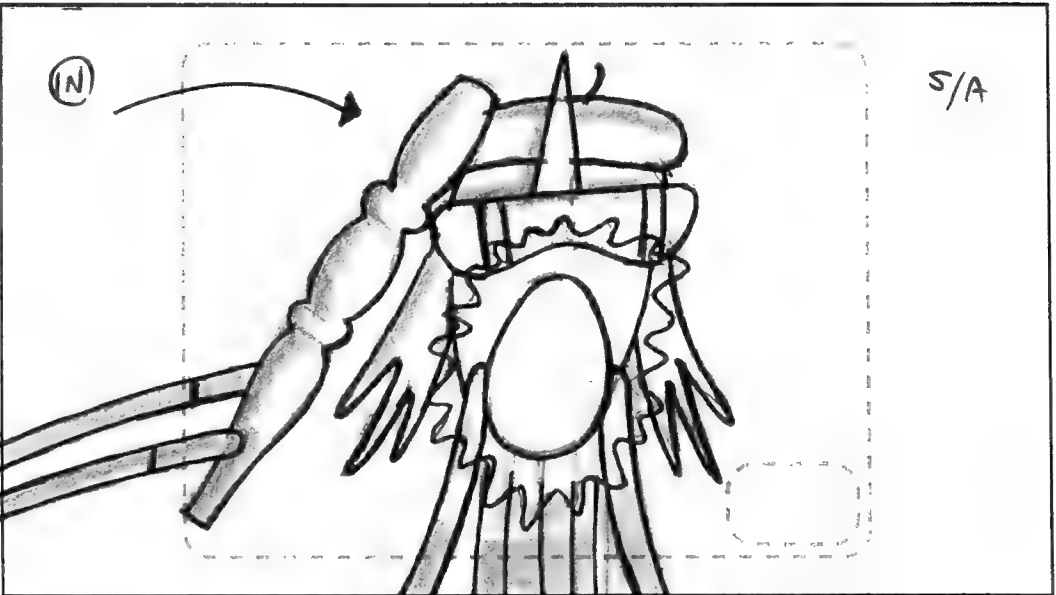


Sc. 147

Pnl. C

Bg.

day night



Dialog:

Lee: -- those dumb dog --

SFX: Ponk!

Action:

- LR HITS LEE W/ CHAIR LEG.

Timing:

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ADVENTURE TIME

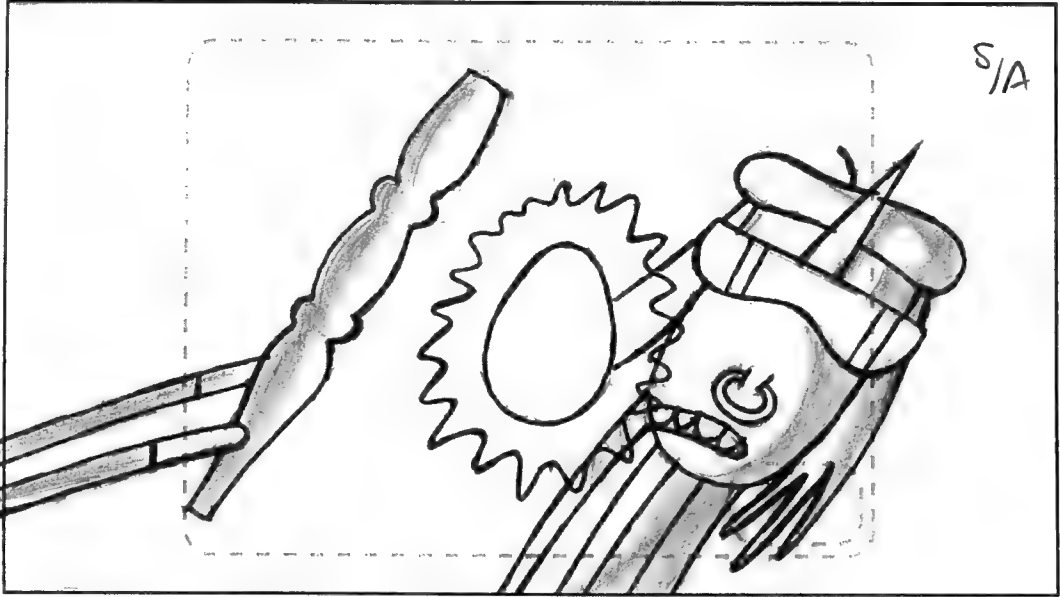


Sc.147

Pnl. D

Bg.

day night

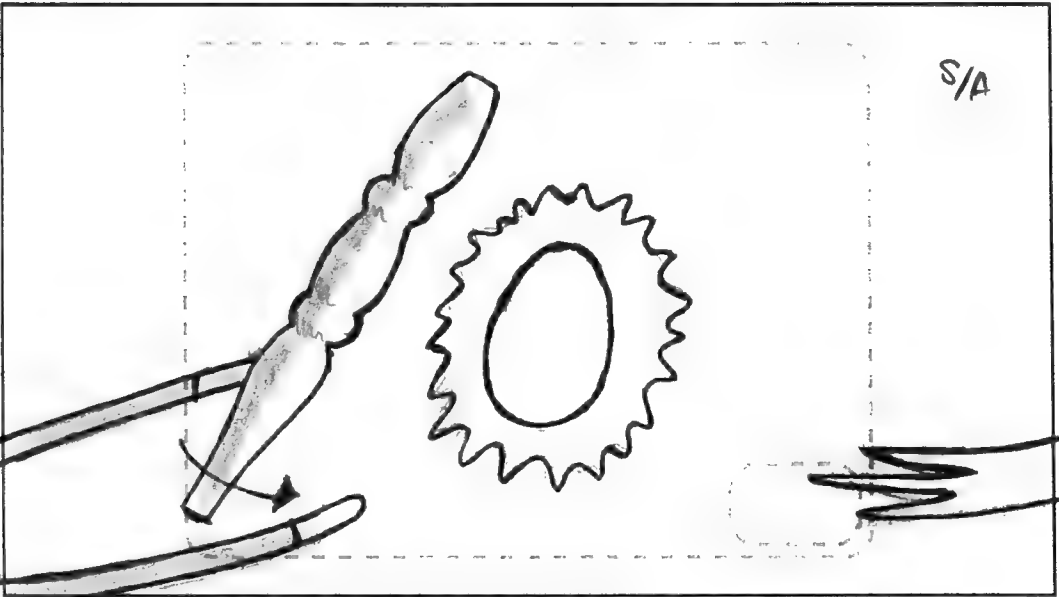


Sc.147

Pnl. E

Bg.

day night



Dialog:	<u>LEE</u> : EUGH...
Action:	- LEE FALLS OFF/S.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

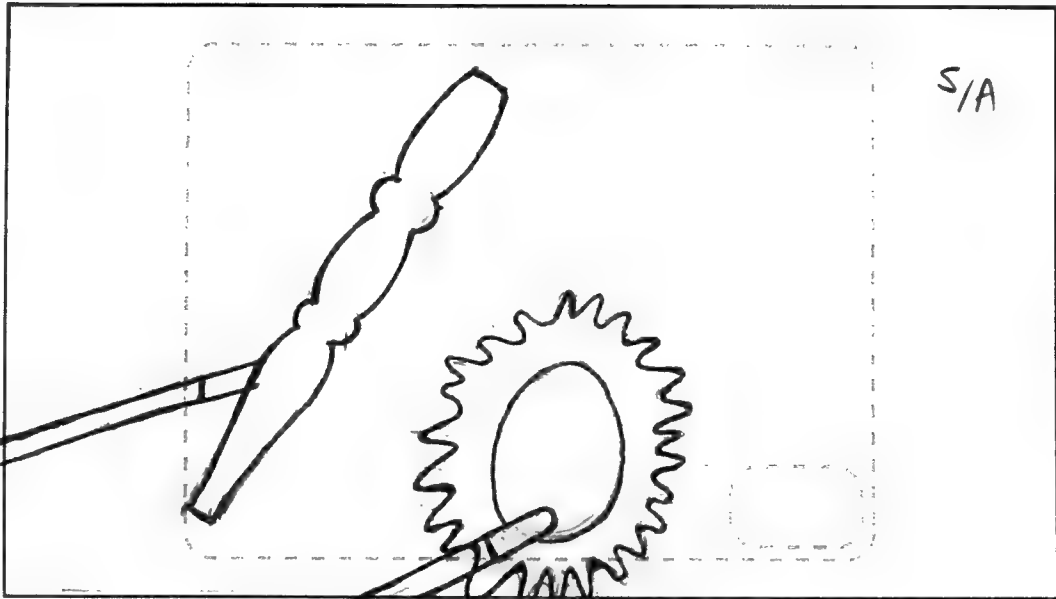


Sc.147

Pnl. F

Bg.

day night

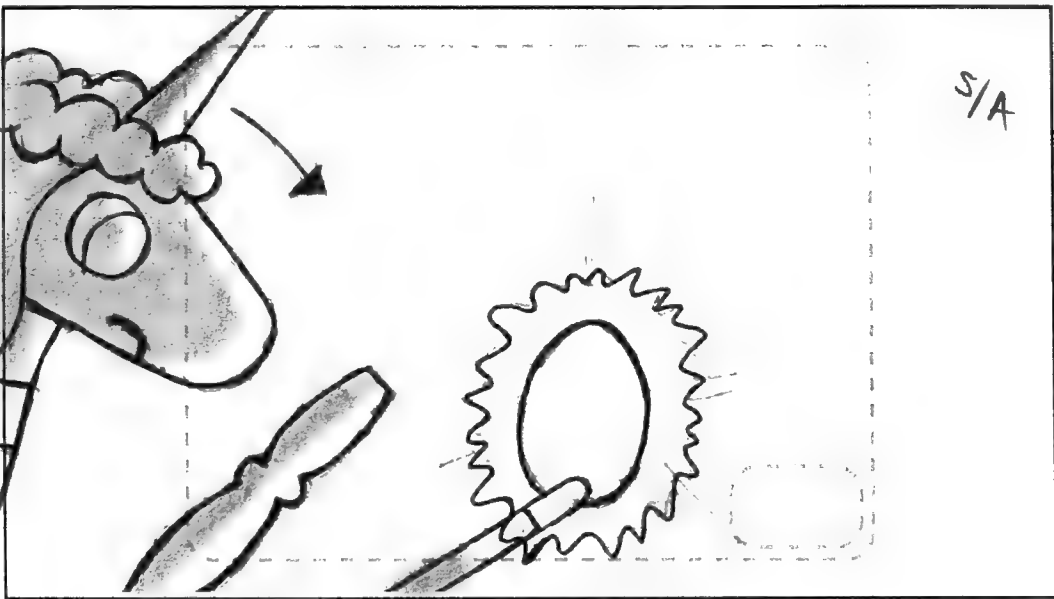


Sc. 147

Pnl. G

Bg.

day night



Dialog:

Action:

-LR LEANS ON/S.

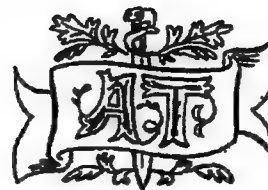
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



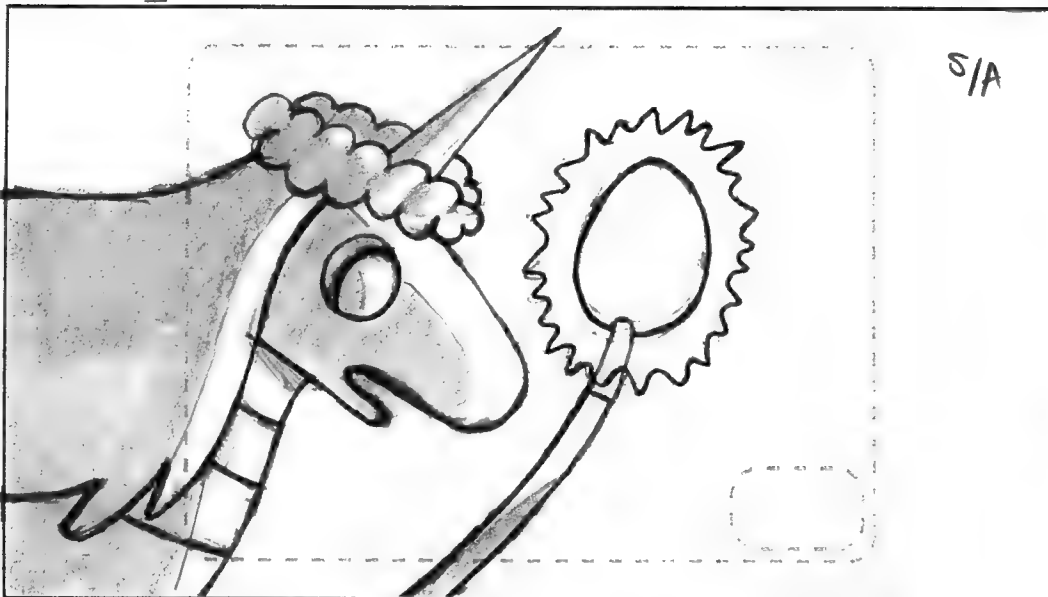
Page 319

Sc. 147

Pnl. H

Bg.

day night

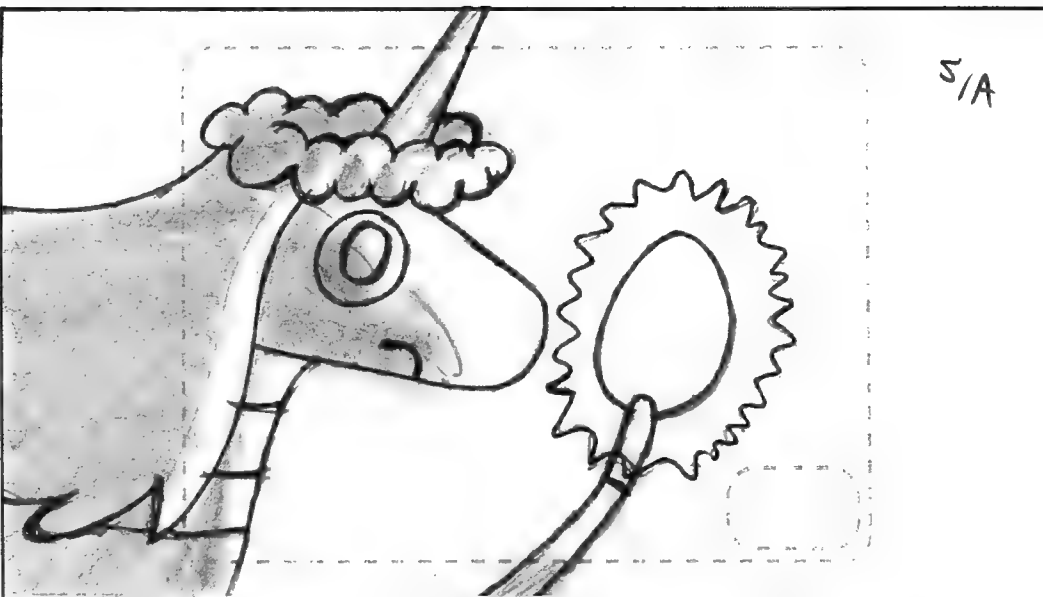


Sc. 147

Pnl. I

Bg.

day night



Dialog:

LR: I'm sorry, my love.

Roy (O.S.): Hey! .

Action:

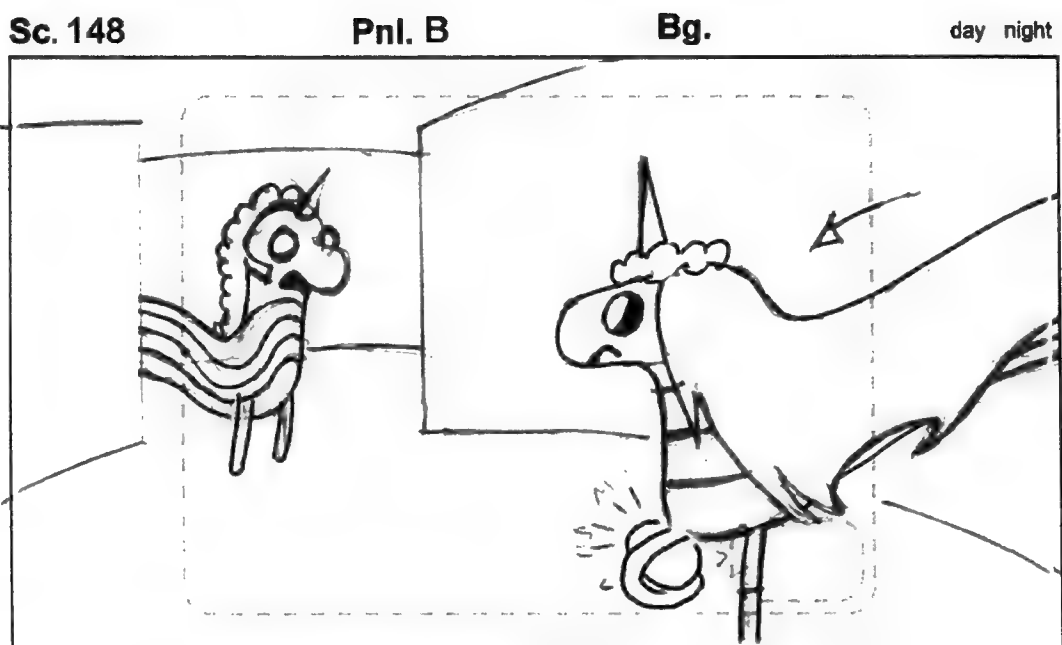
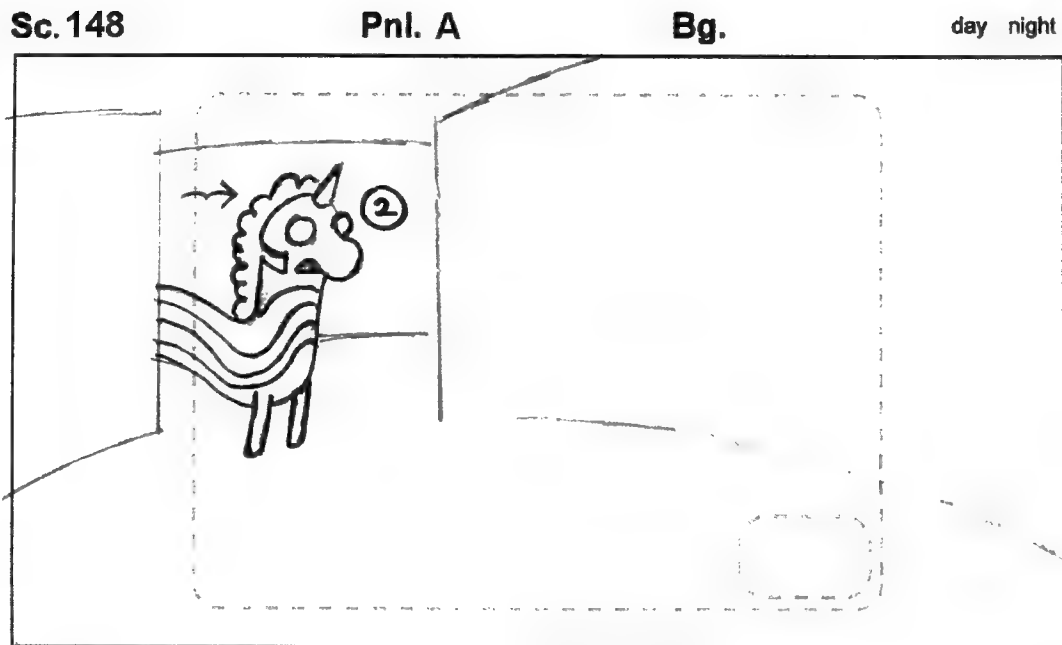
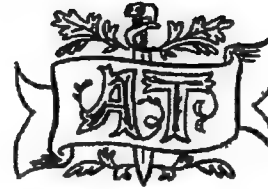
-LR LOOKS OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<u>Roy:</u> What's going on?	SFX: * CLAPX
Action:	-LR JUMPS ON/S.	
Timing:		

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EPISODE # 1034-232

Production :

ADVENTURE TIME



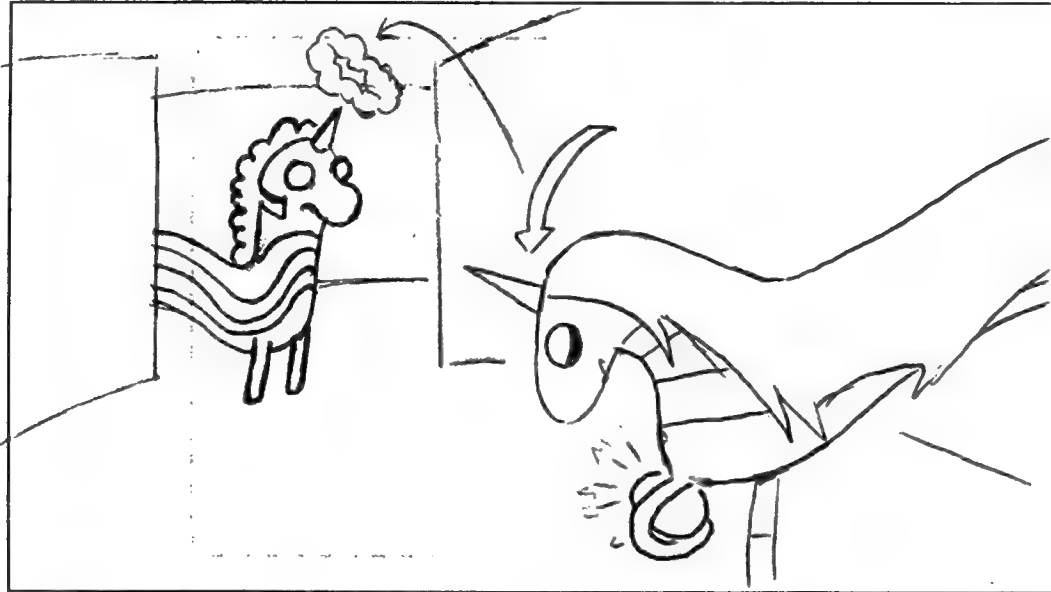
Page **320A**

Sc. 148

Pnl. C

Bg.

day night

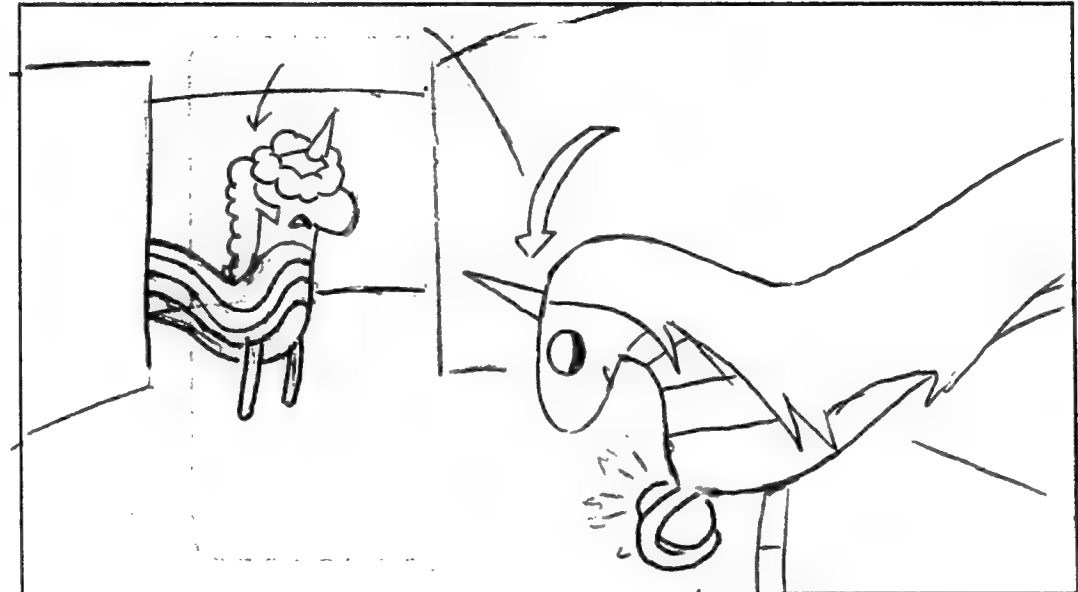


Sc. 148

Pnl. D

Bg.

day night



Dialog:

SFX: * FWICK! *

ROY: WHA -

Action:

-LADY FLICKS FLOWER
WREATH AT ROY.

- WREATH LANDS AROUND ROY'S HEAD
... THEN EYES

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 148

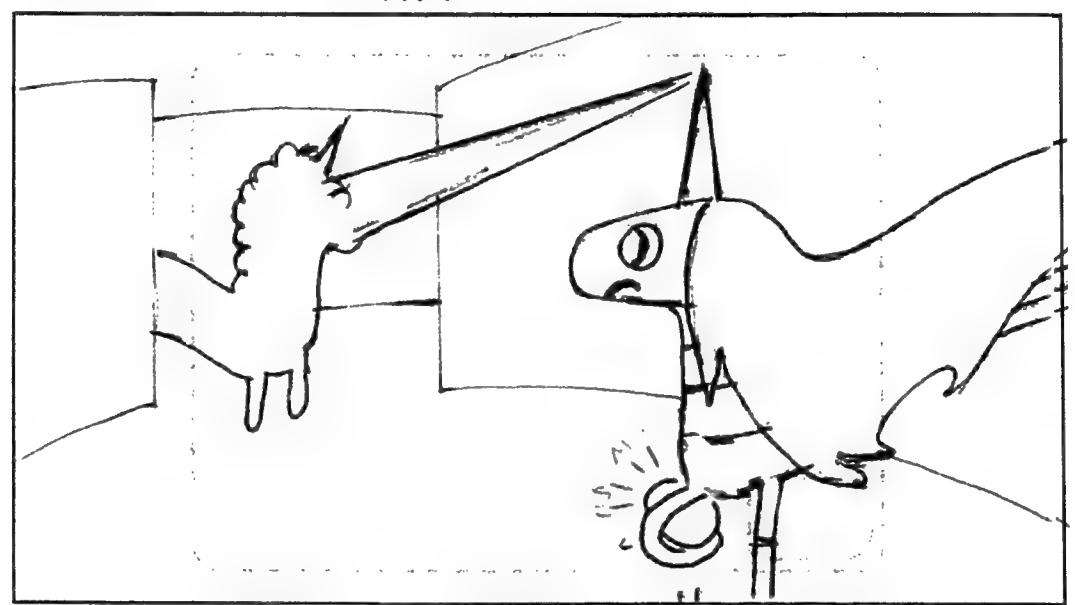
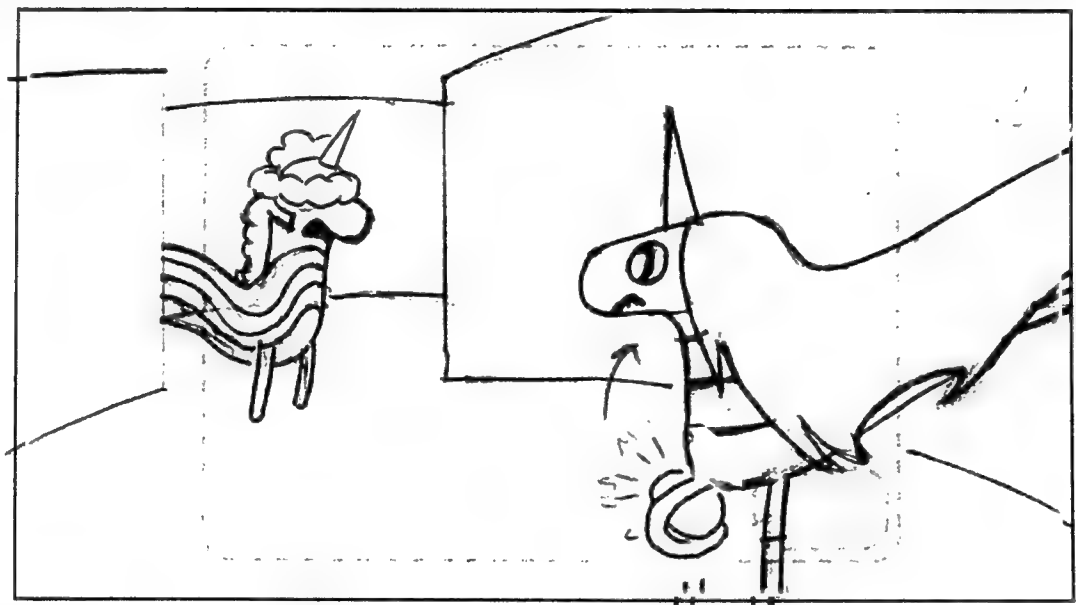
Pnl. E

Bg.

day night

Sc. 148

Pnl. F

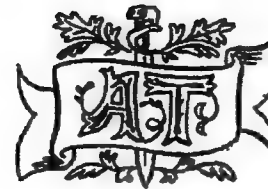


Dialog:	<p><u>SFX</u>: +ZAP!* <u>ROY</u>: AH--</p>
Action:	<p>-LR SHOOTS BEAM FROM HORN,</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



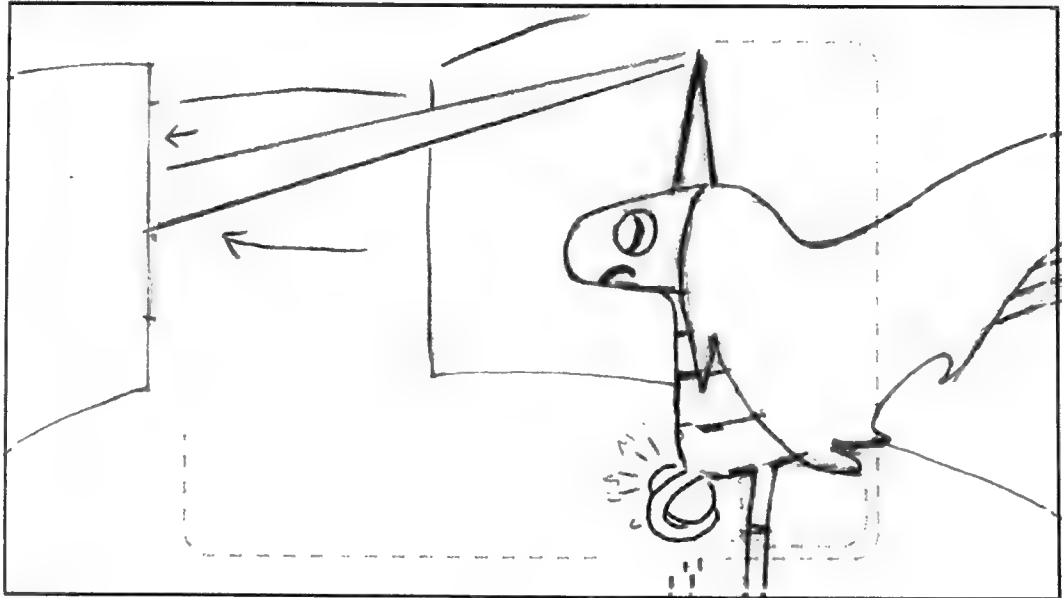
Page 321

Sc. 148

Pnl. G

Bg.

day night

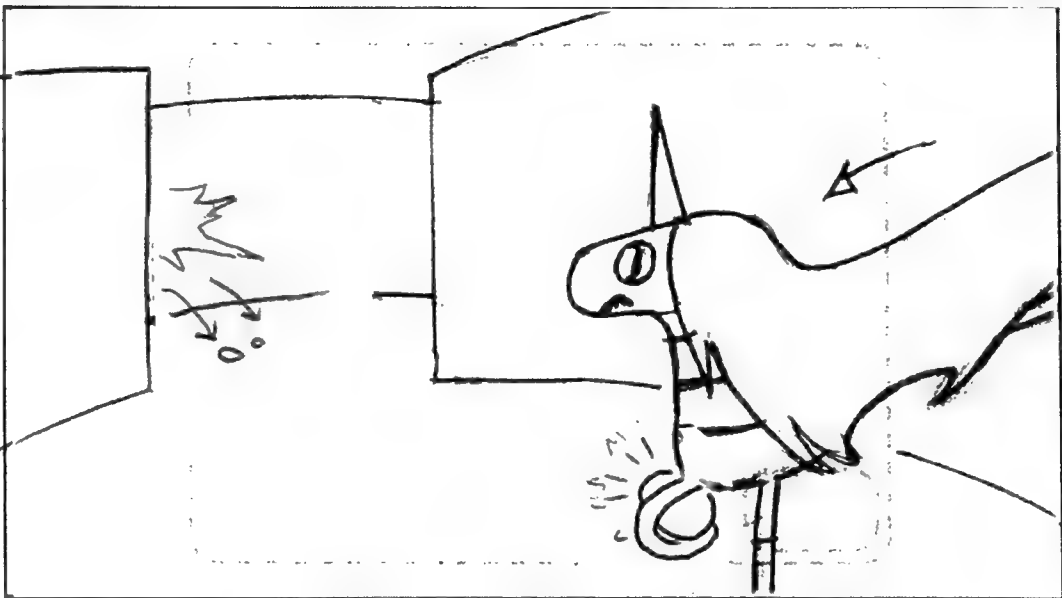


Sc. 148

Pnl. H

Bg.

day night



Dialog:

ROY: AH--

SFX: * BOOM *

Action:

- BEAM KNOCKS ROY OFF/S.
- BEAM SWINGS UPWARD

- OFF/S ROY HITS WALL.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

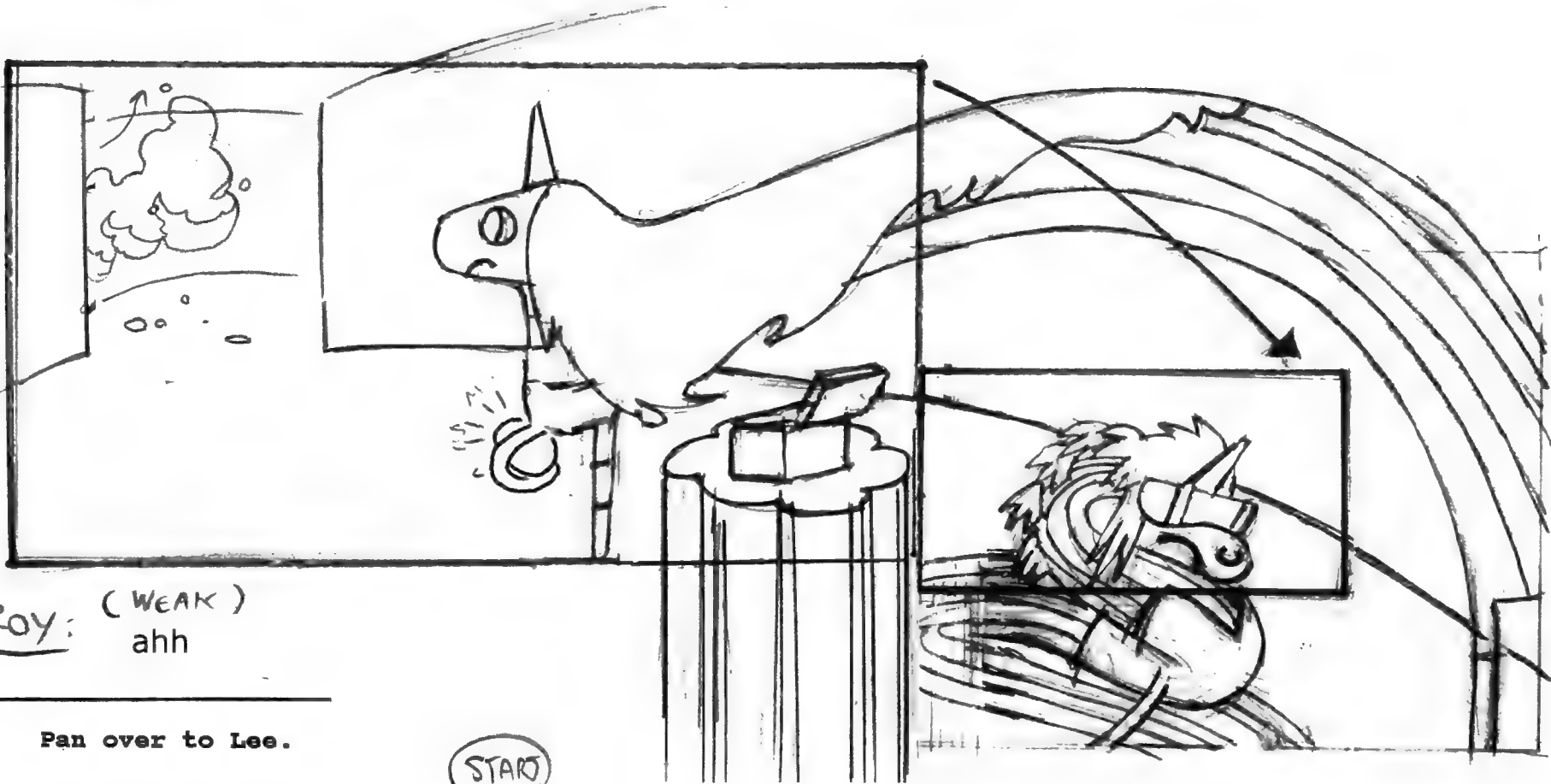


Sc.148

Pnl. D

Bg.

day night



Dialog:

Roy: (WEAK)
ahh

Action:

Pan over to Lee.

- SMOKE
RISES

START

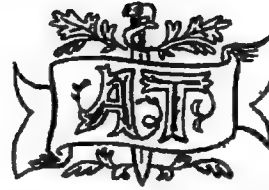
Timing:

STOP

EPISODE # 1034-232

Production :

ADVENTURE TIME



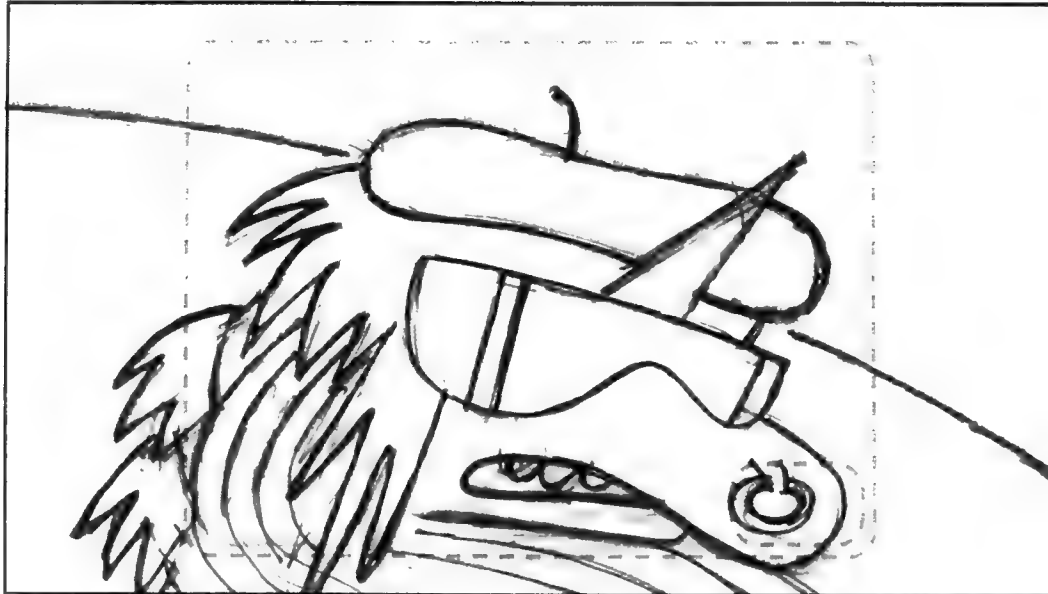
Page **323**

Sc. 148

Pnl. J

Bg.

day night

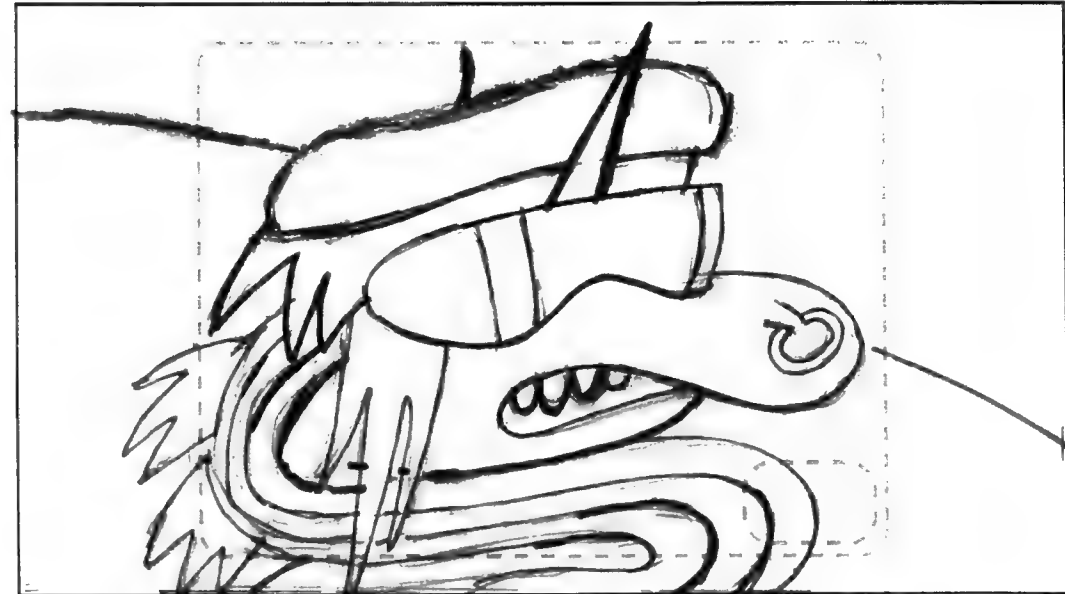


Sc. 148

Pnl. K

Bg.

day night



EPISODE # 1034-232

Production :

Dialog:

LEE: [GROAN]

Lee: You can't stop me, baby, I'm gonna
get that NUGGET SOMEDAY...

Action:

Timing:

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.152	Pnl. A	Bg.	day	night

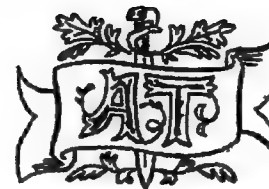
Dialog:	
Action:	Cut to the motorcycle parked in front of a house.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



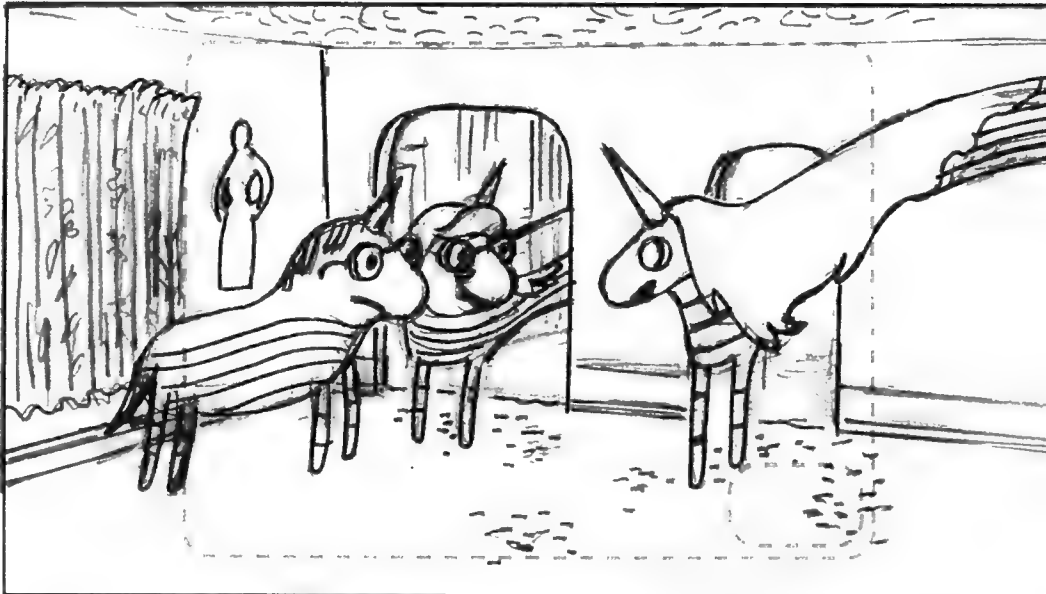
Page 328

Sc. 153

Pnl. A

Bg.

day night

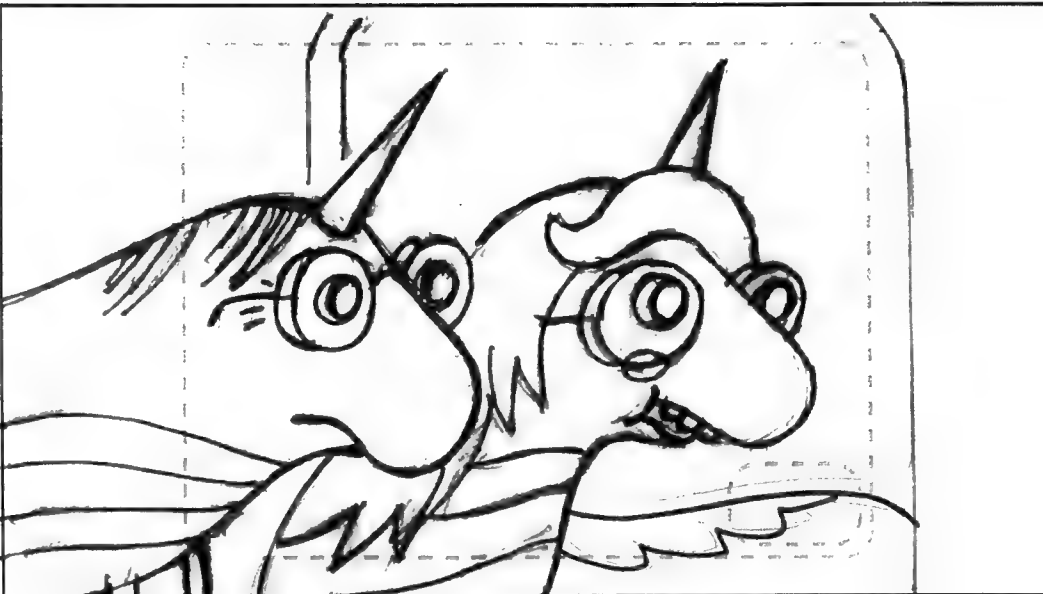


Sc. 154

Pnl. A

Bg.

day night



Dialog:

LR: Mom, Dad, I've got to go out of town fast.

Mom:

You're Leaving?

Do you want any groceries to take with you?

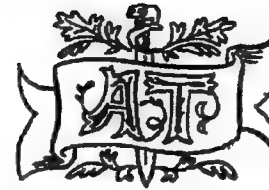
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



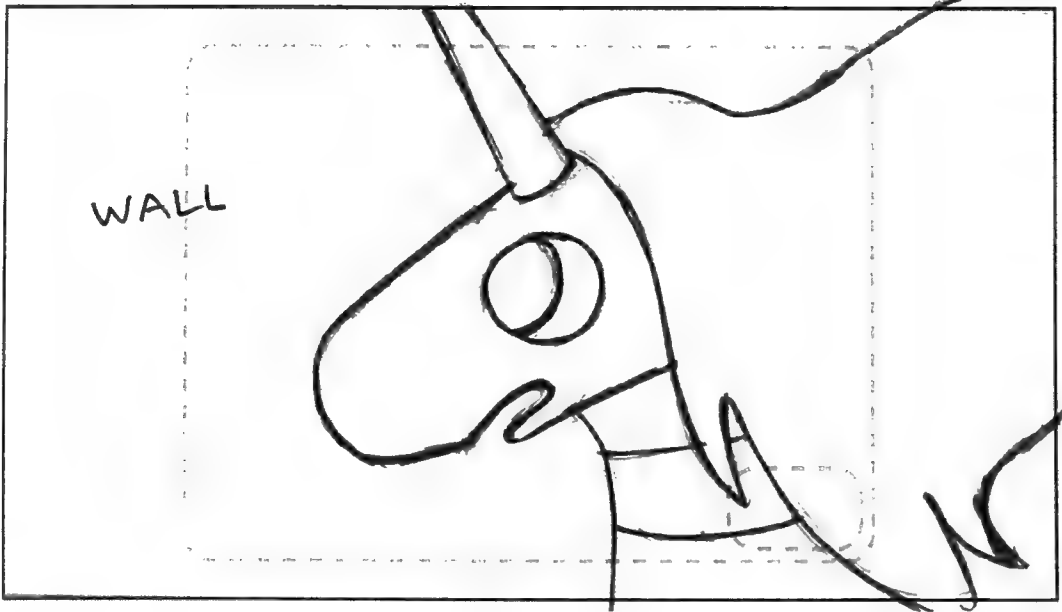
Page 329

Sc. 155

Pnl. A

Bg.

day night

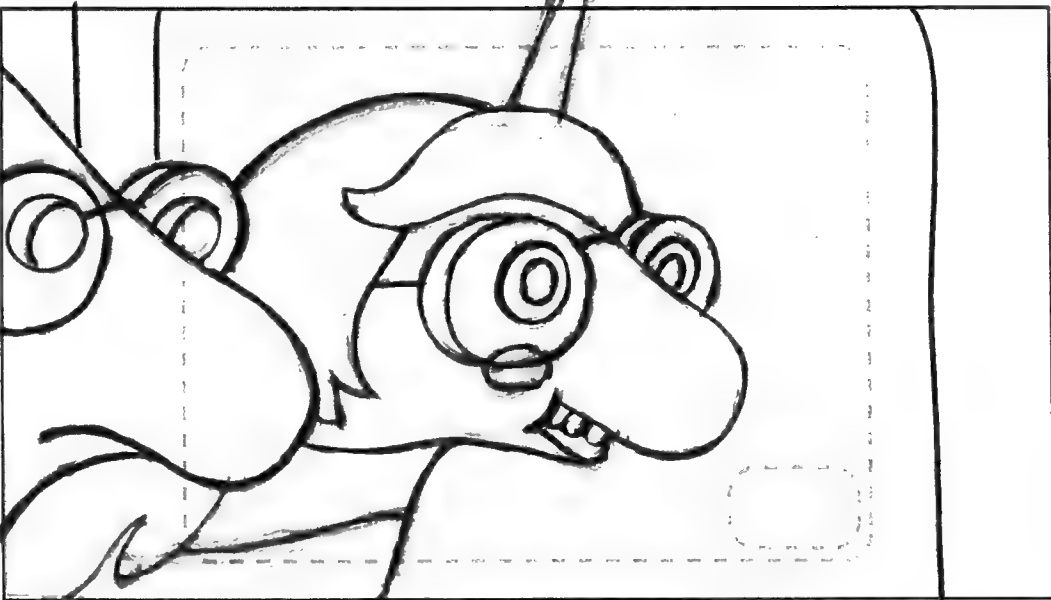


Sc. 156

Pnl. A

Bg.

day night



Dialog:

LR: Listen, I don't know if I can ever come
back - - - the crystal MERGENCE MUST
BE kept far from here. AWAY
FROM DOGS AND RAINICORNS

Mom: Okay but take a purse, I have tons
of them.

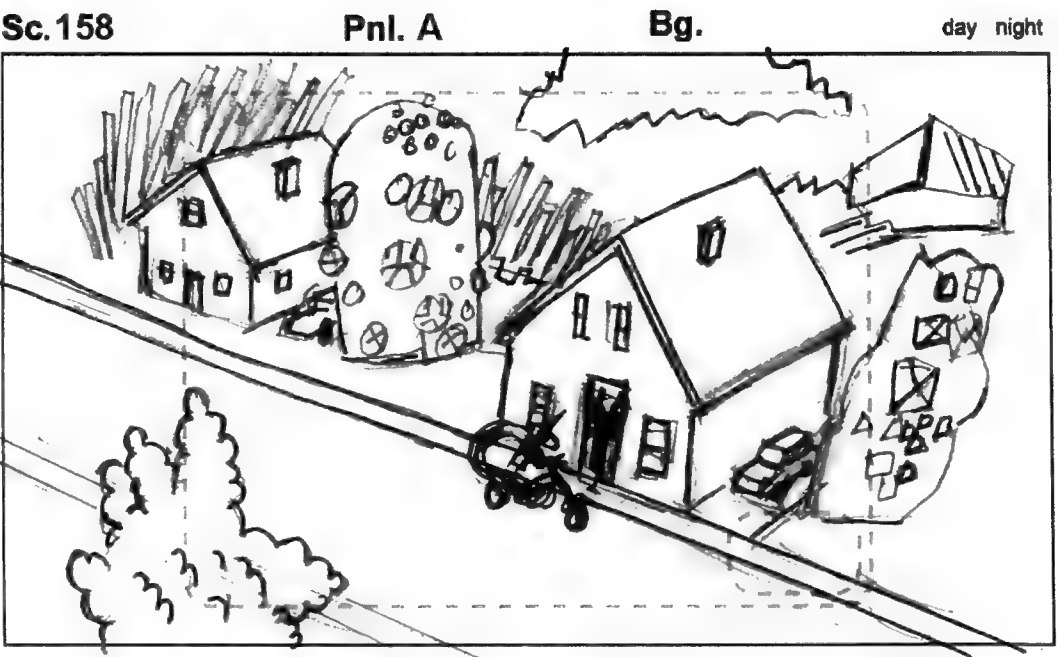
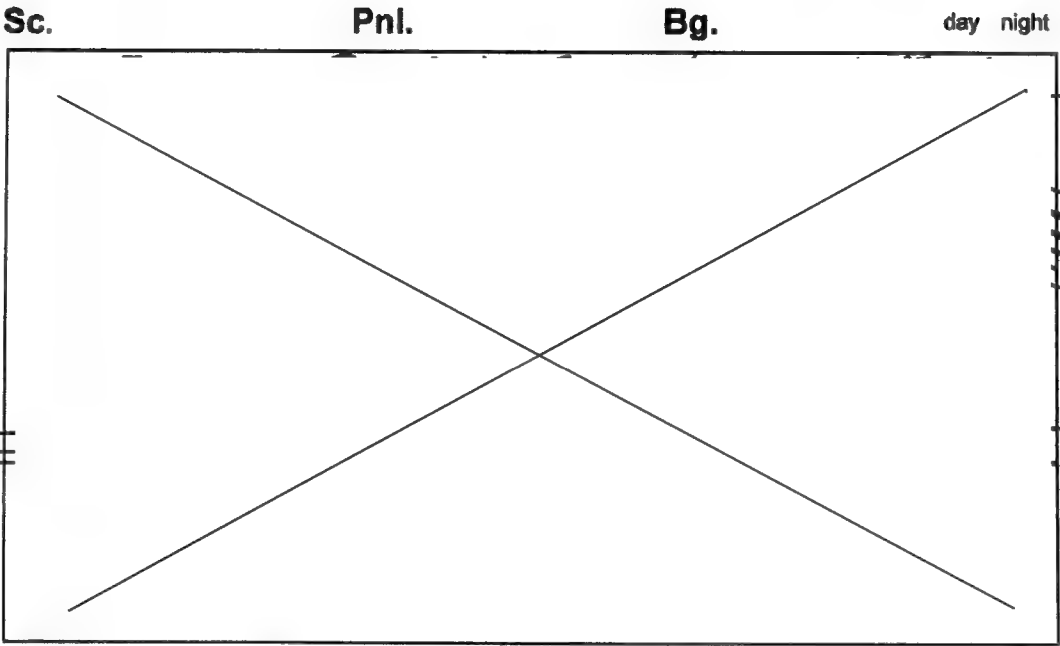
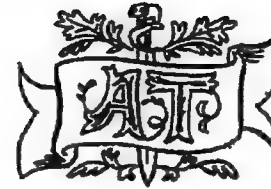
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



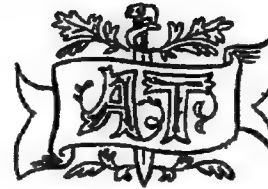
Dialog:	<p><u>SFX:</u> Vrooom!</p> <p><u>LR:</u> Thanks, Mom! Thanks Dad! I love you! (PURSE IN MOUTH)</p>
Action:	
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



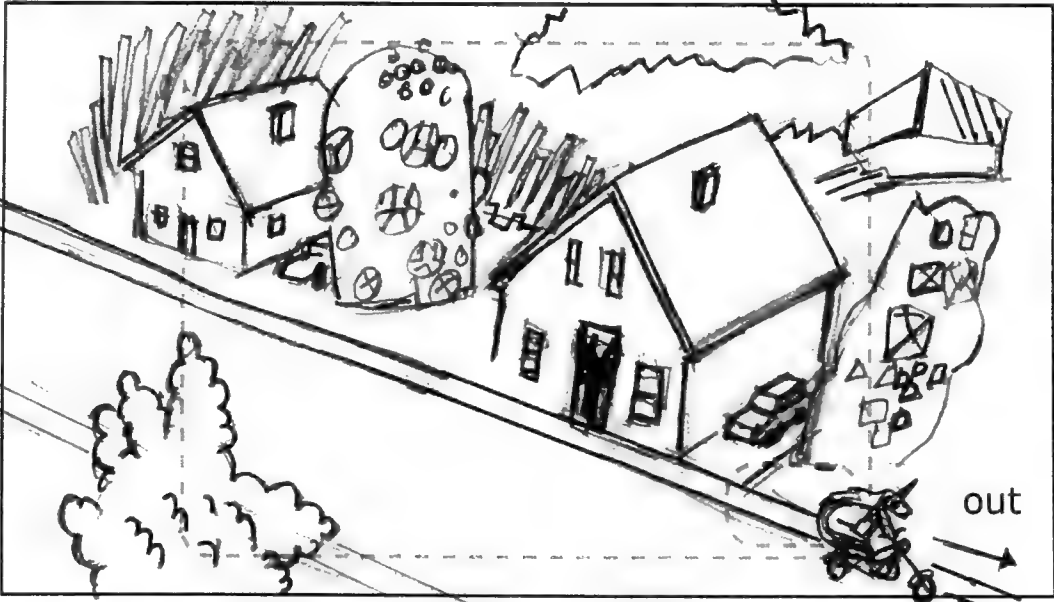
Page 331

Sc.158

Pnl. B

Bg.

day night

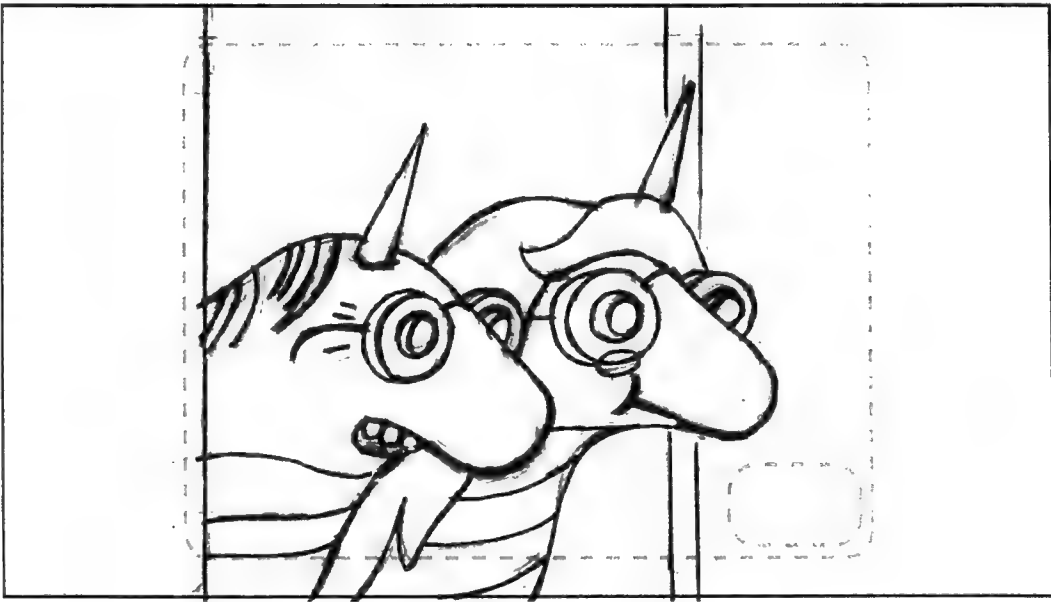


Sc. 159

Pnl. A

Bg.

day night



Dialog:

Dad: No more nose ring Bozo !

Action:

- LR drives off / S.

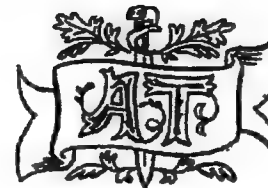
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



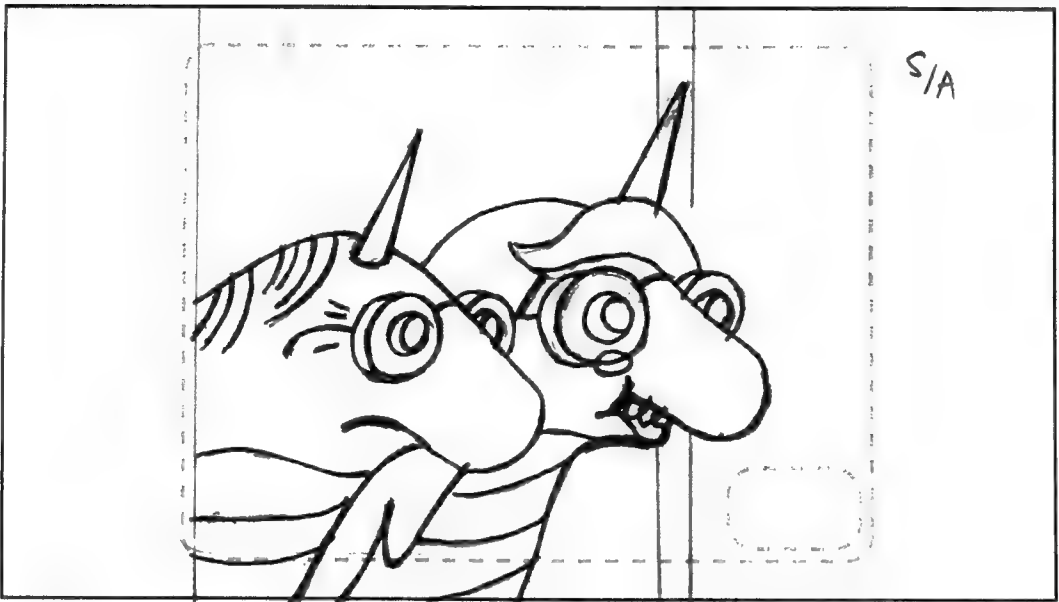
Page 332

Sc. 159

Pnl. B

Bg.

day night

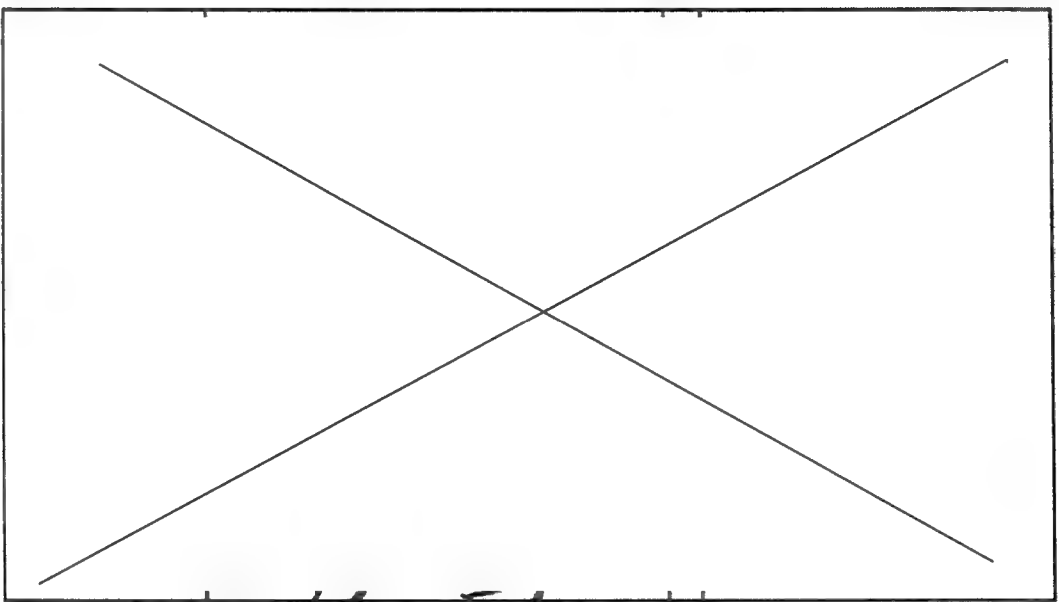


Sc.

Pnl.

Bg.

day night



Dialog:

Mom: Prayer works --

Action:

Timing:

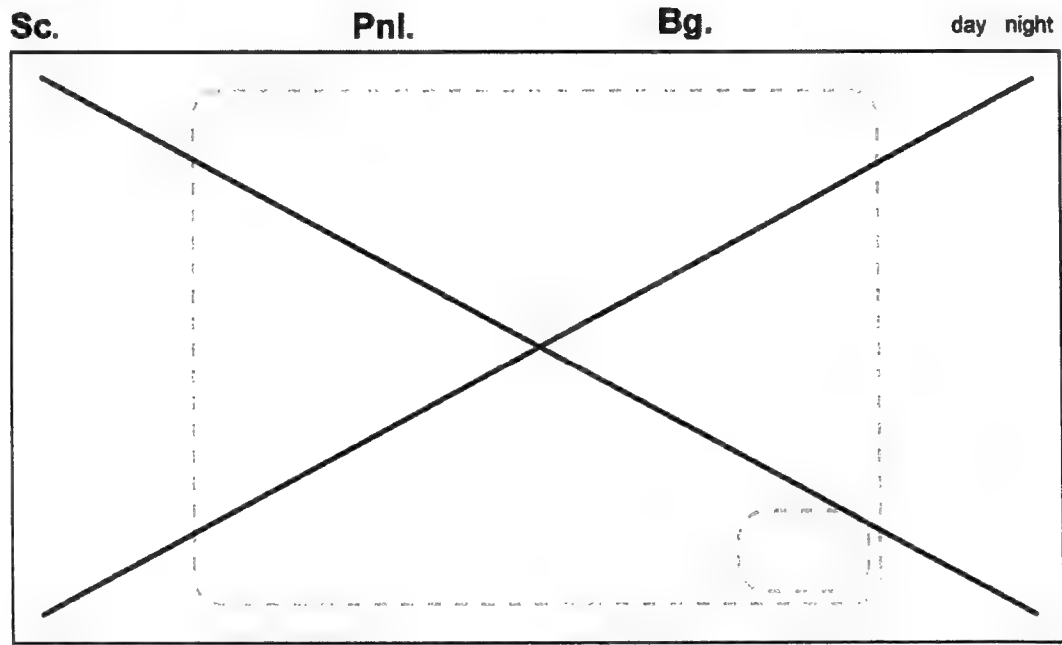
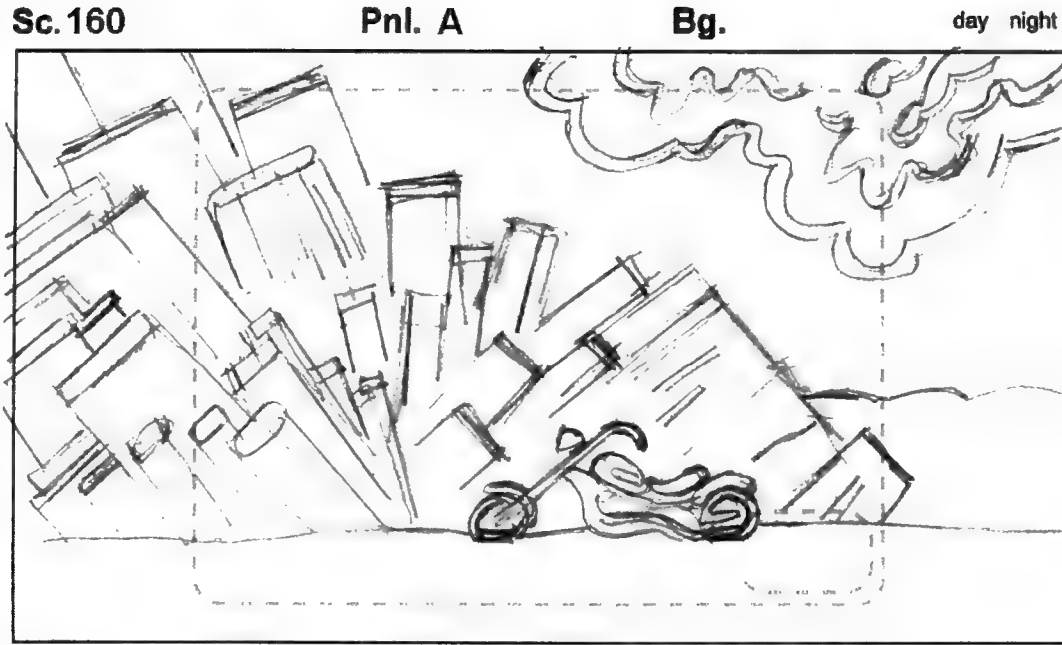
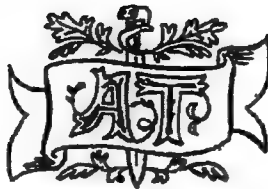
EPISODE # 1034-232

Production :

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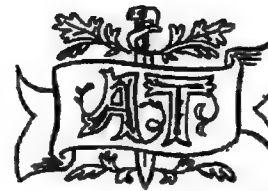
ADVENTURE TIME



Dialog:
Action: — On the motorcycle, parked at the foot of a crystal hill.
Timing:

EPISODE # 1034-232
Production :

ADVENTURE TIME



Page **334**

Sc. 160

Pnl. B

Bg.

day night

STOP

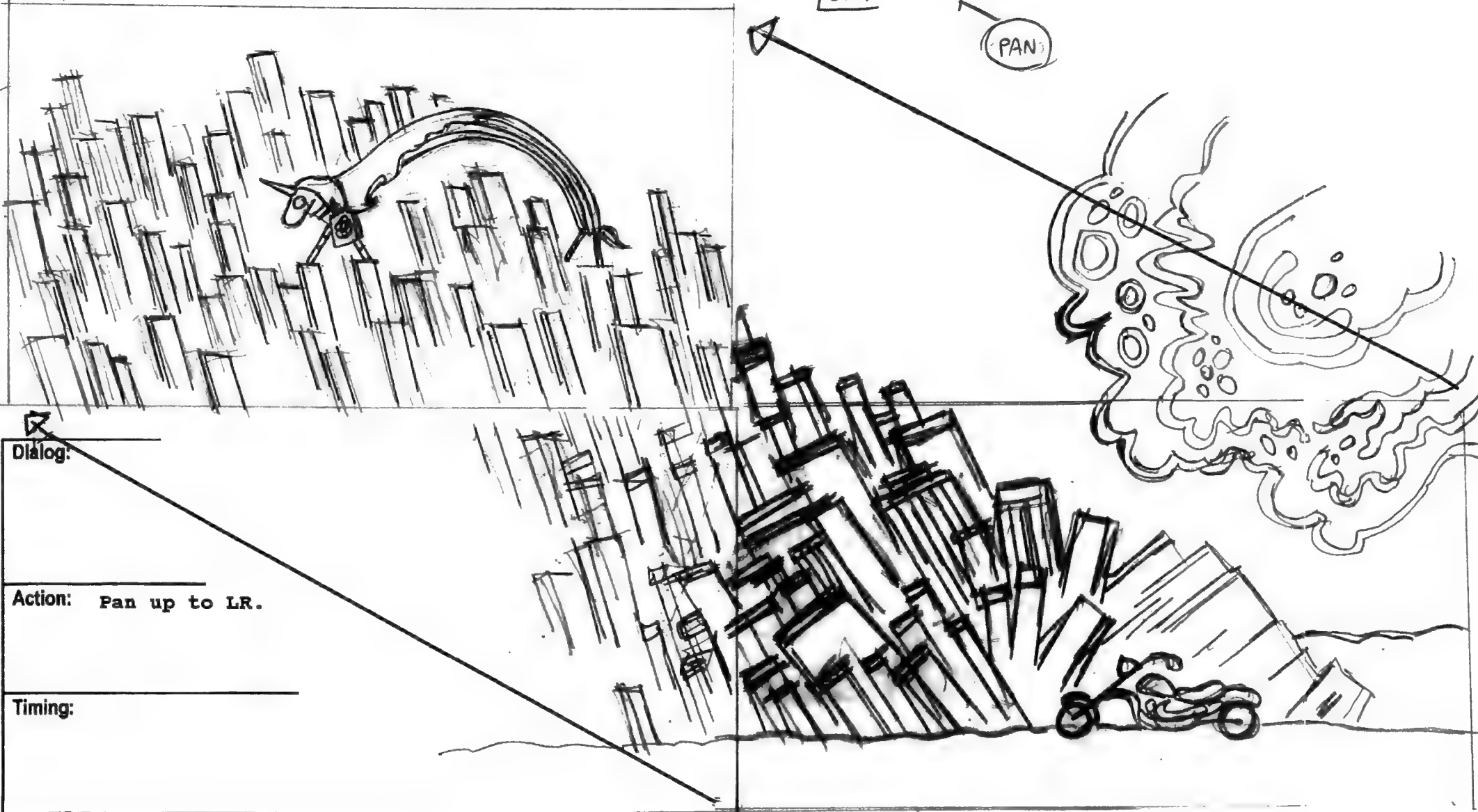
PAN

START

EPISODE # 1034-232

Production :

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Dialog:

Action: Pan up to LR.

Timing:

ADVENTURE TIME

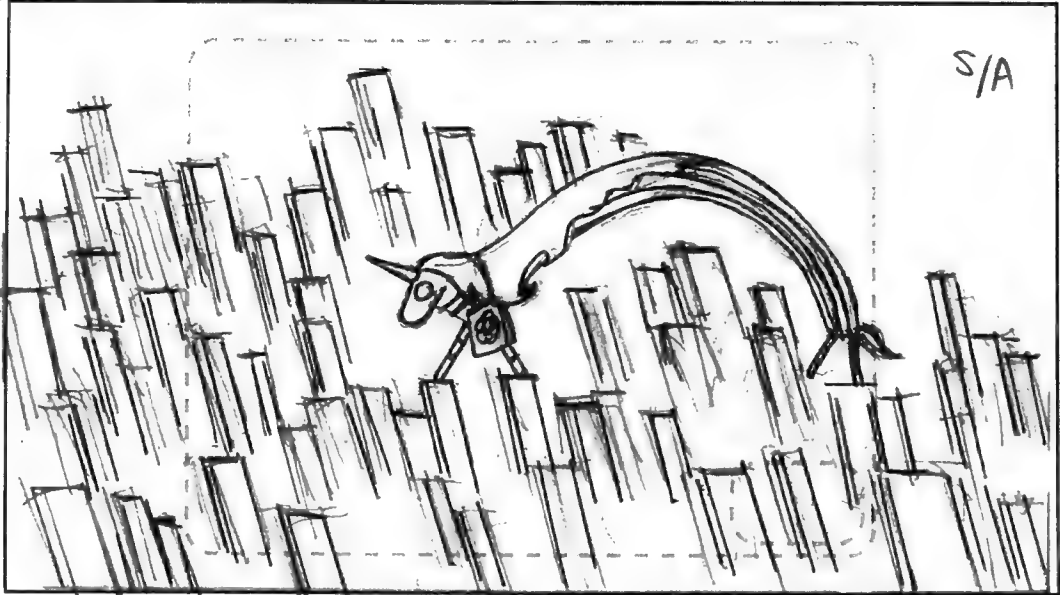


Sc 160

Pnl. C

Bg.

day night

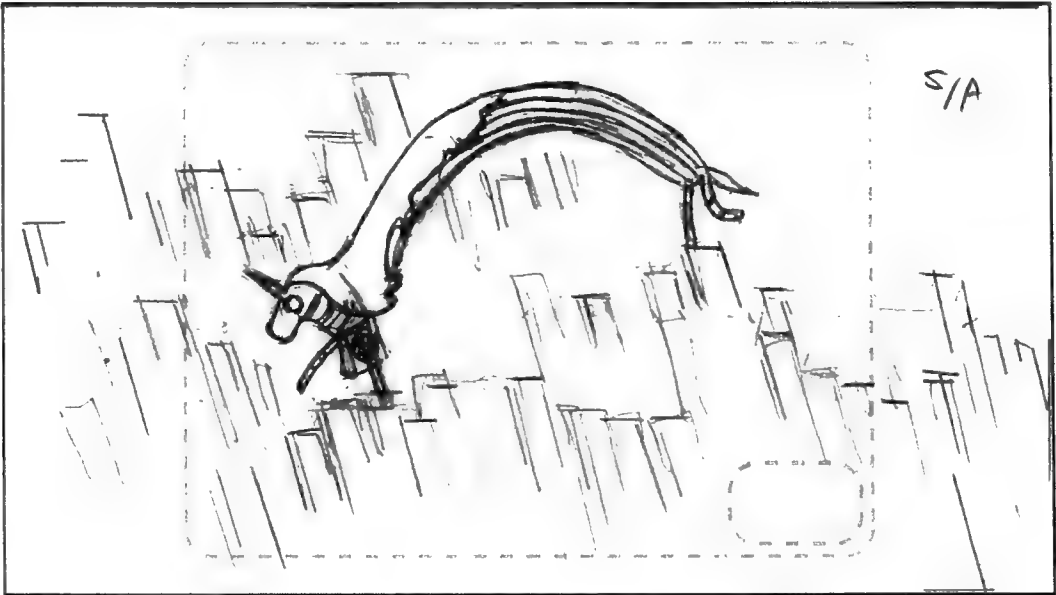


Sc. 160

Pnl. D

Bg.

day night



Dialog:

Action:

LR makes her way over crystals.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

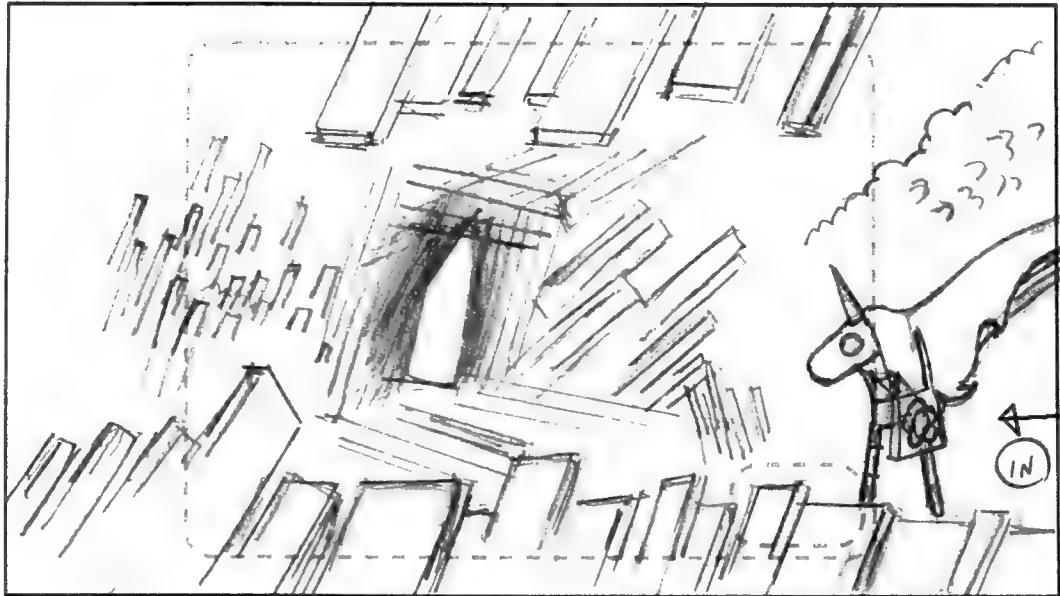


Sc.162

Pnl. A

Bg.

day night

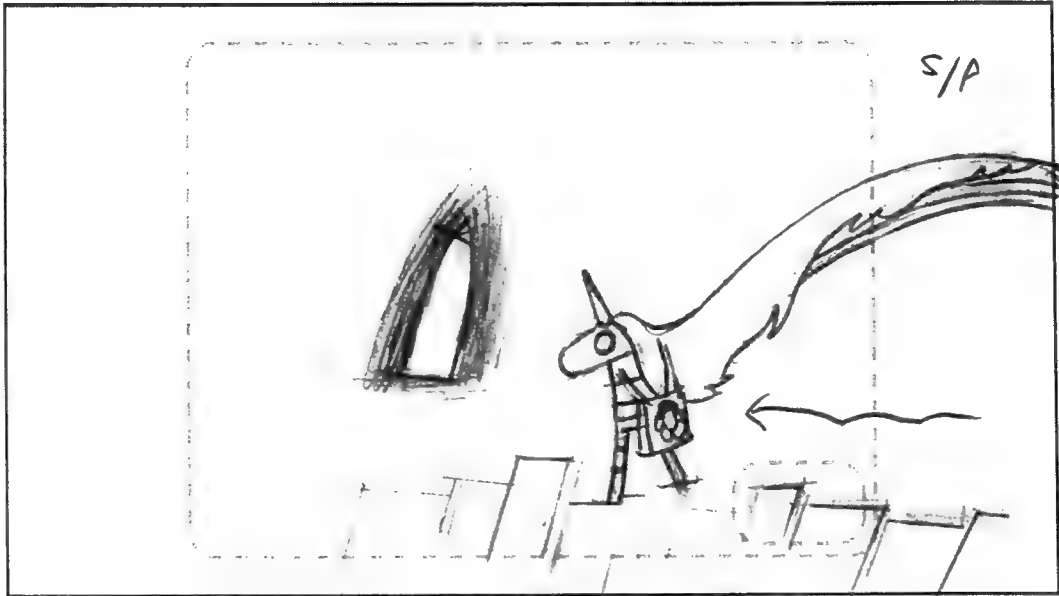


Sc. 162

Pnl. B

Bg.

day night



Dialog:

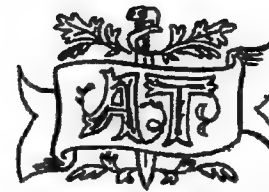
Action: - On a crystal cave with an opening in it.
- LR enters.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



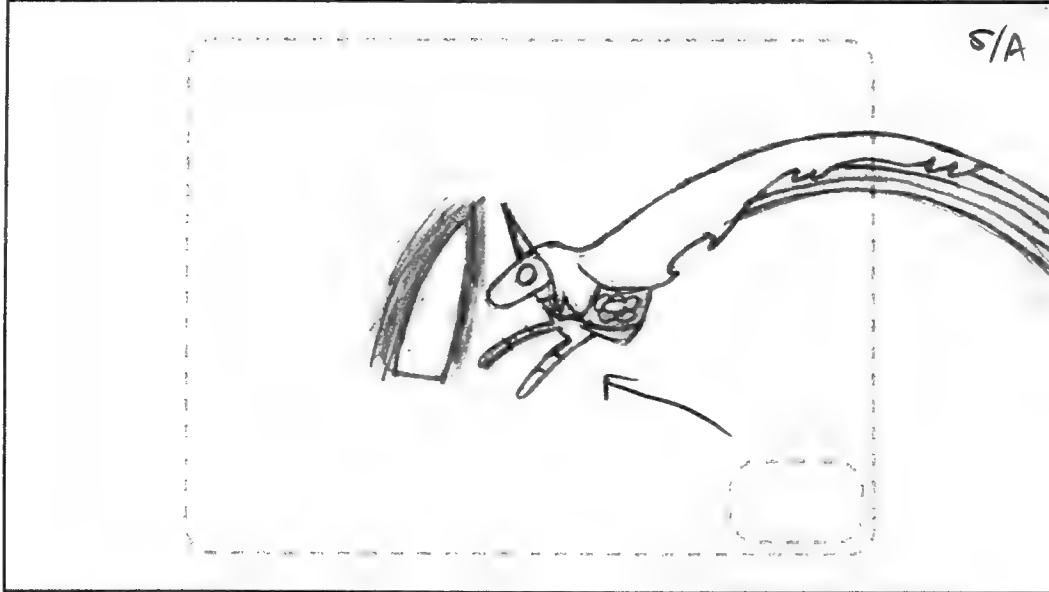
Page 338

Sc. 162

Pnl. C

Bg.

day night

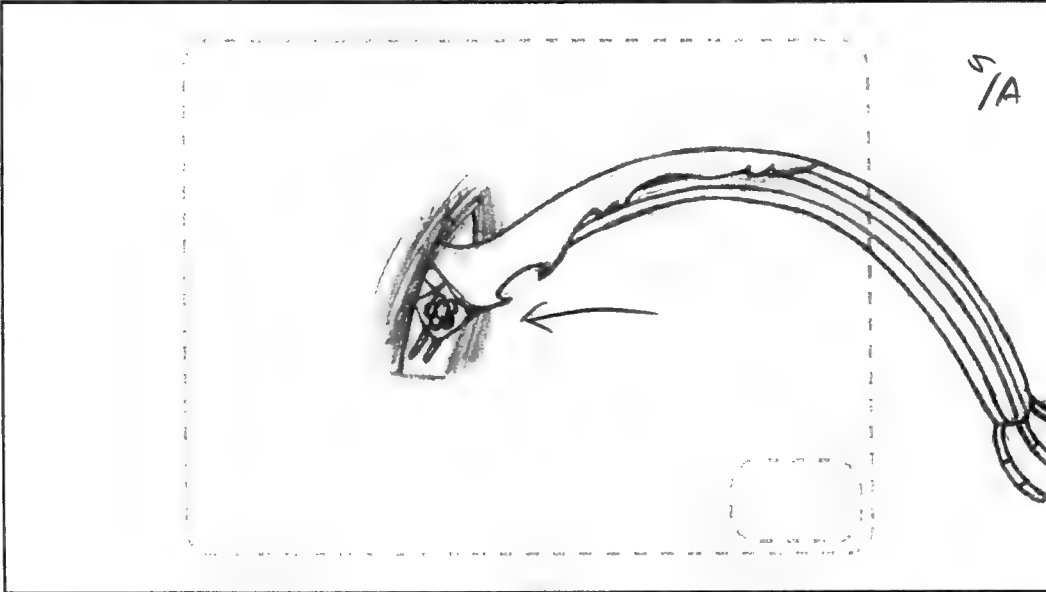


Sc. 162

Pnl. D

Bg.

day night



Dialog:

Action:

LR leaps through the opening.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



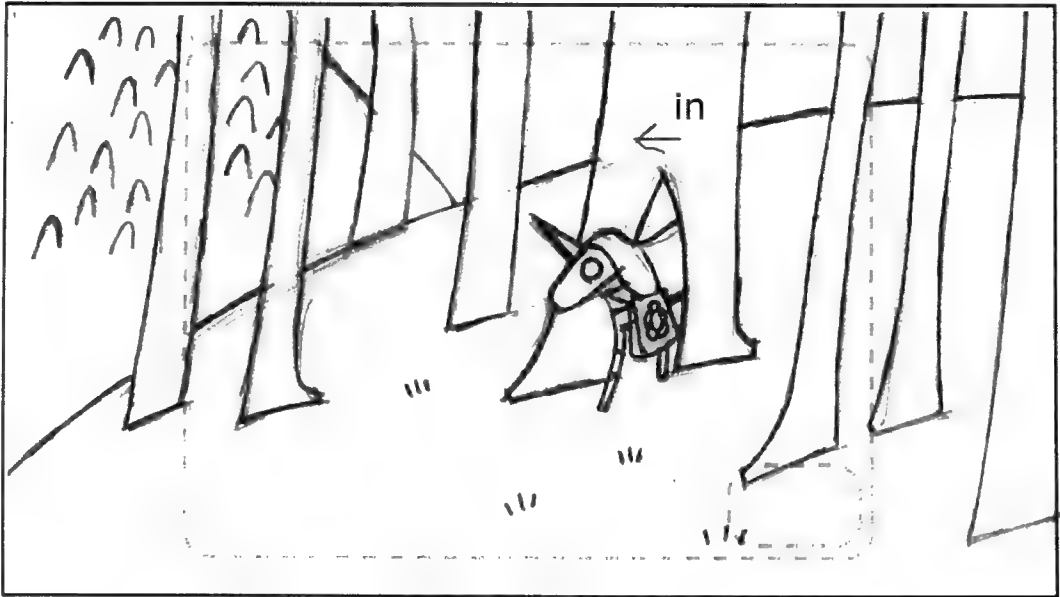
Page 339

Sc. 163

Pnl. A

Bg.

day night

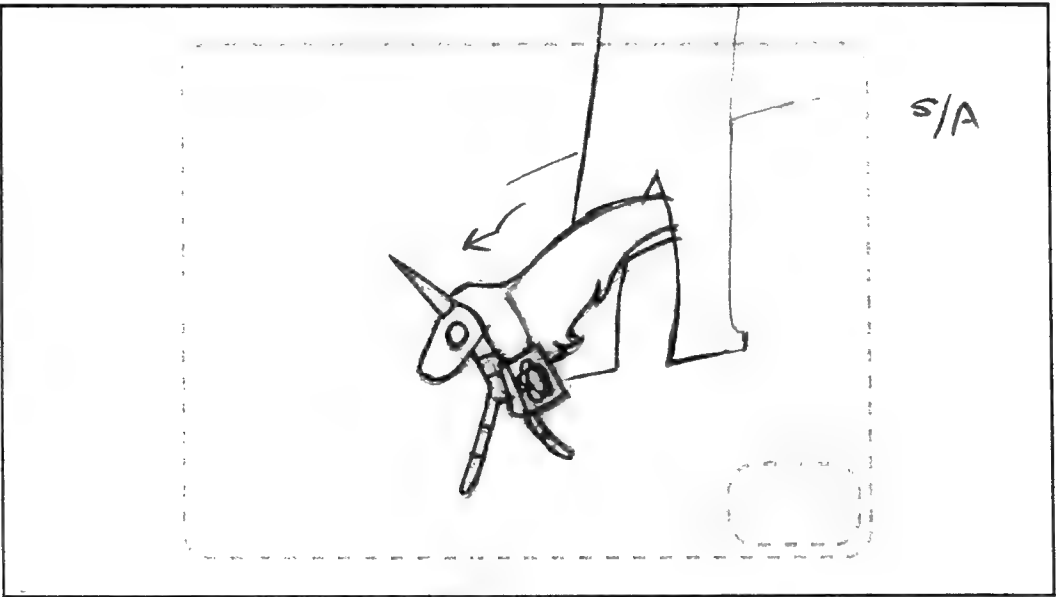


Sc. 163

Pnl. B

Bg.

day night



Dialog:

Action:

— LR comes through the opening on the other side -- through a tree.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



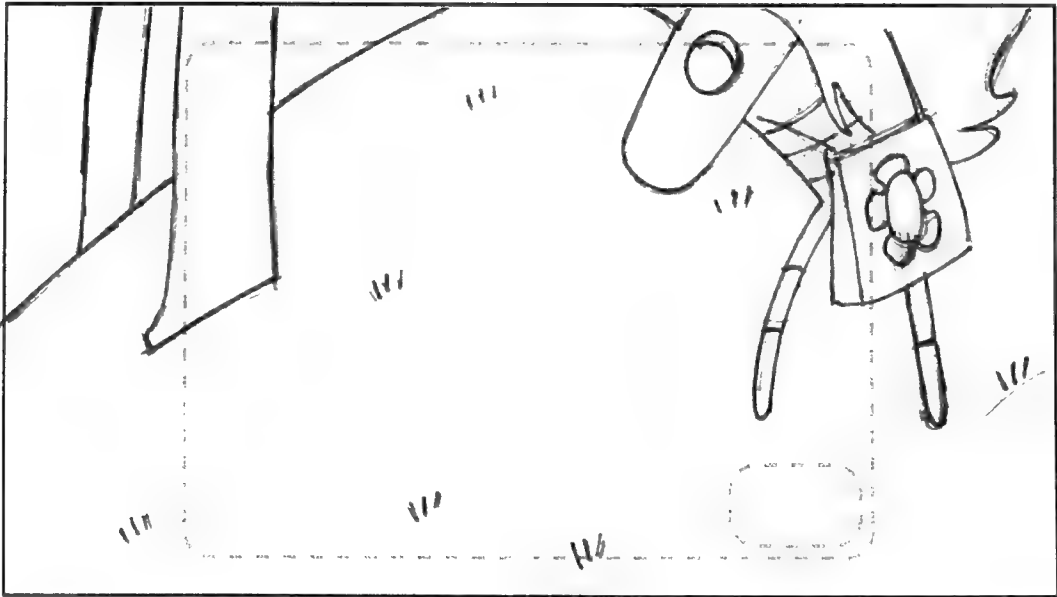
Page 341

Sc. 164

Pnl. A

Bg.

day night

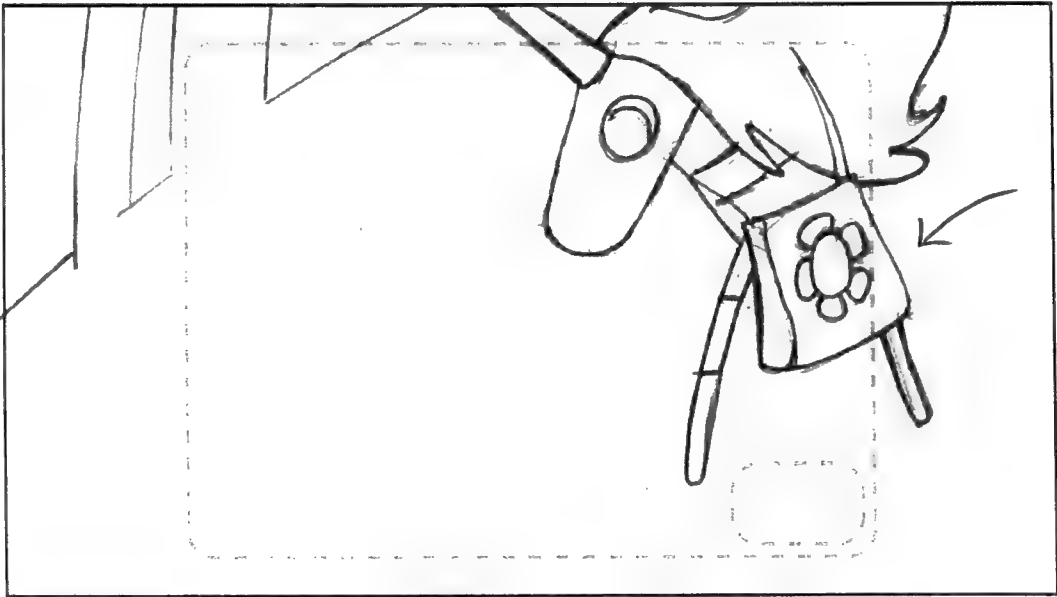


Sc. 164

Pnl. B

Bg.

day night



Dialog:

Action:

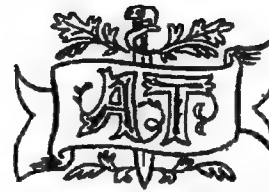
Closer on LR.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

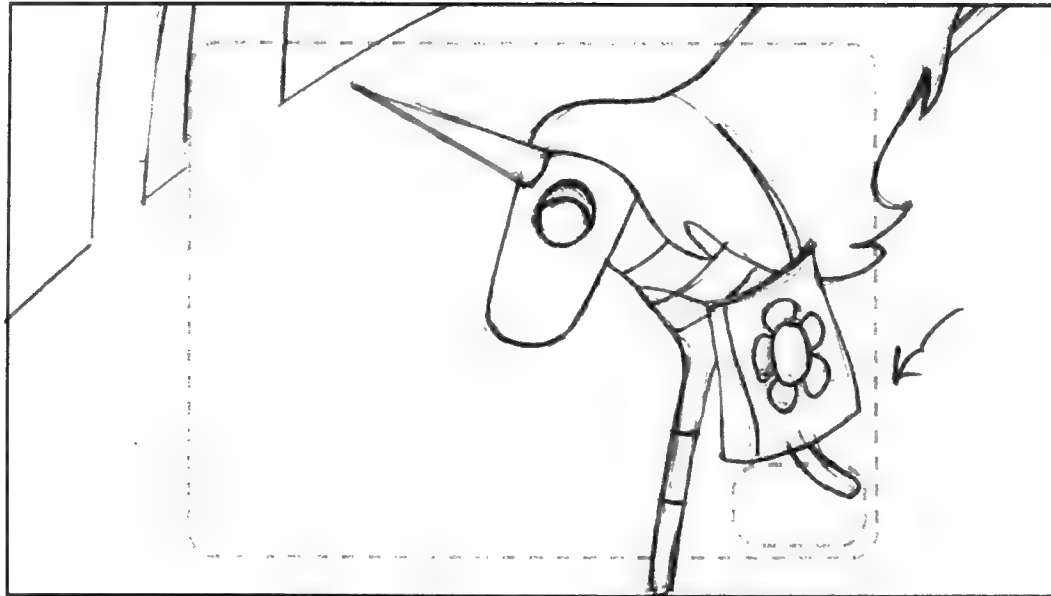


Sc. 164

Pnl. C

Bg.

day night

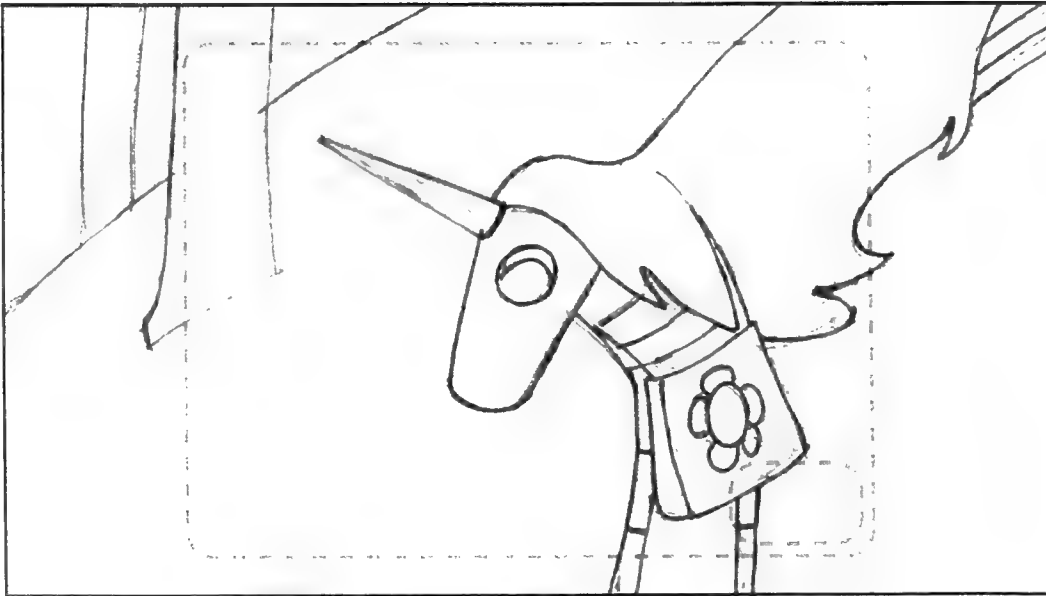


Sc. 164

Pnl. D

Bg.

day night



Dialog:	<u>Cinnamon Bun (O.S.):</u> Oh
Action:	LR pauses.
Timing:	

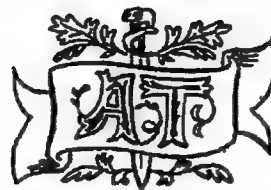
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ADVENTURE TIME

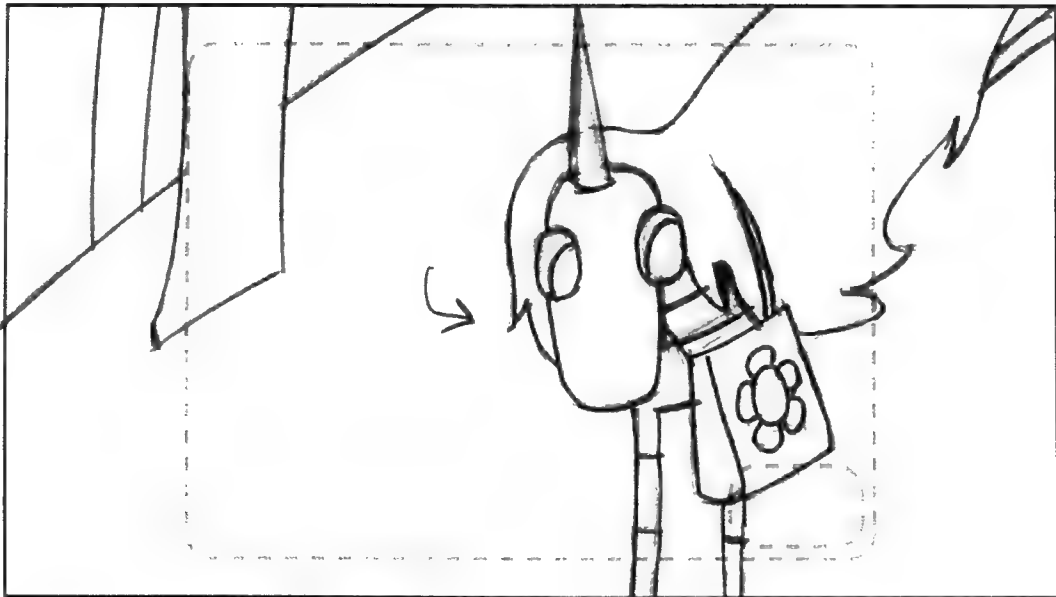


Sc. 164

Pnl. E

Bg.

day night

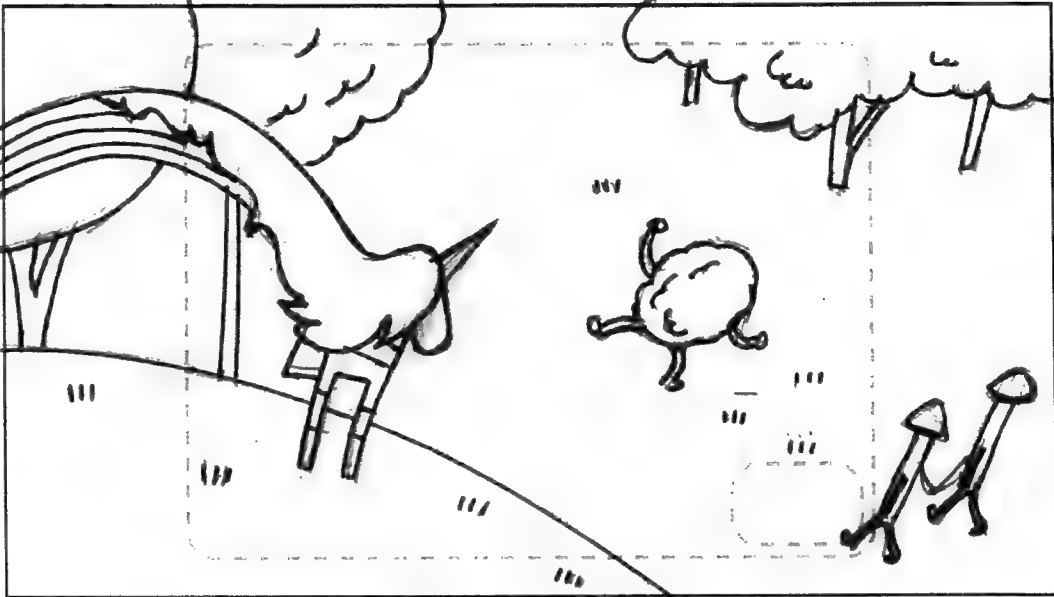


Sc. 165

Pnl. A

Bg.

day night



Dialog:

CB : Oh, oh oh!

Action:

- LR eyes follow Cinnamon Bun.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

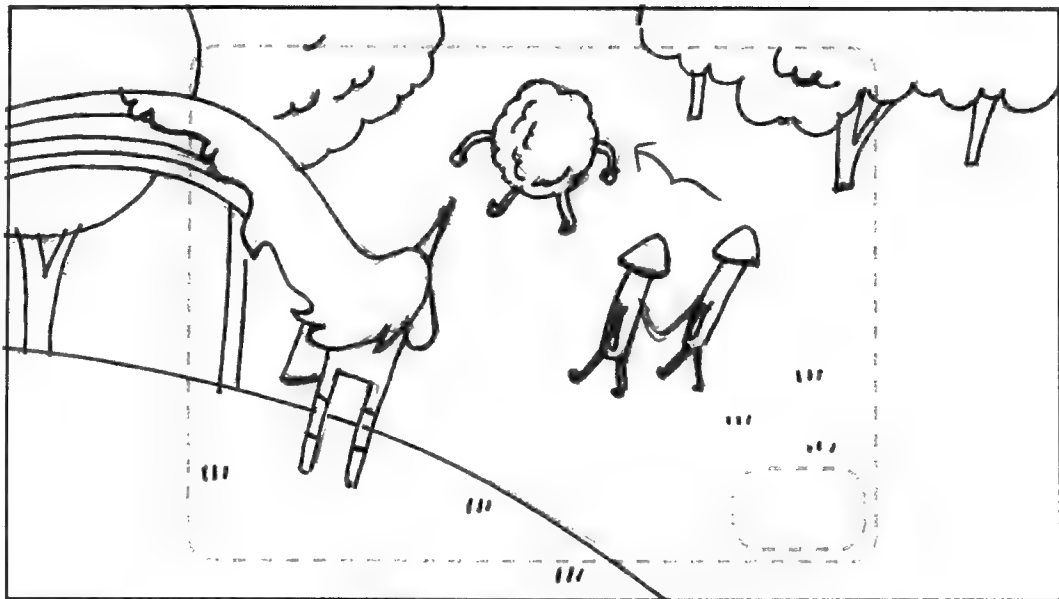


Sc. 165

Pnl. B

Bg.

day night

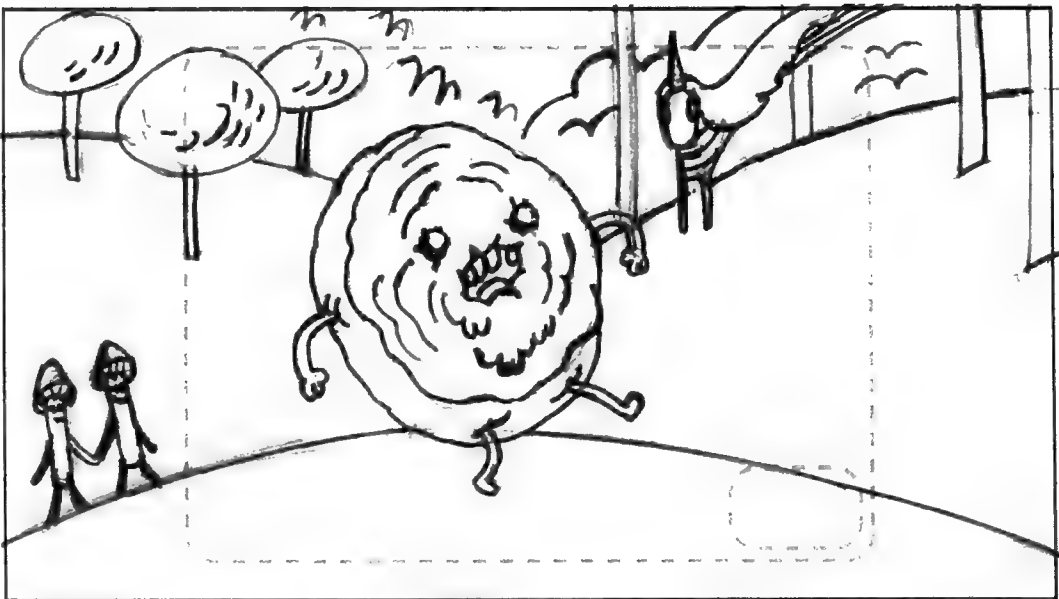


Sc. 166

Pnl. A

Bg.

day night



Dialog:

CB: Oh dear! Oh Dear, Oh dear!

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



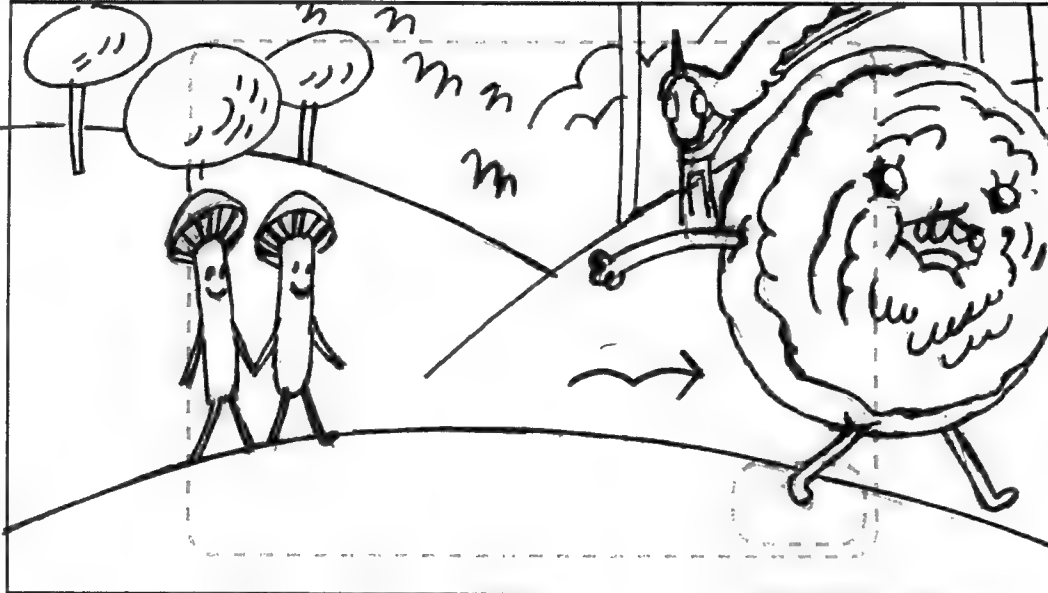
Page 345

Sc. 166

Pnl. B

Bg.

day night

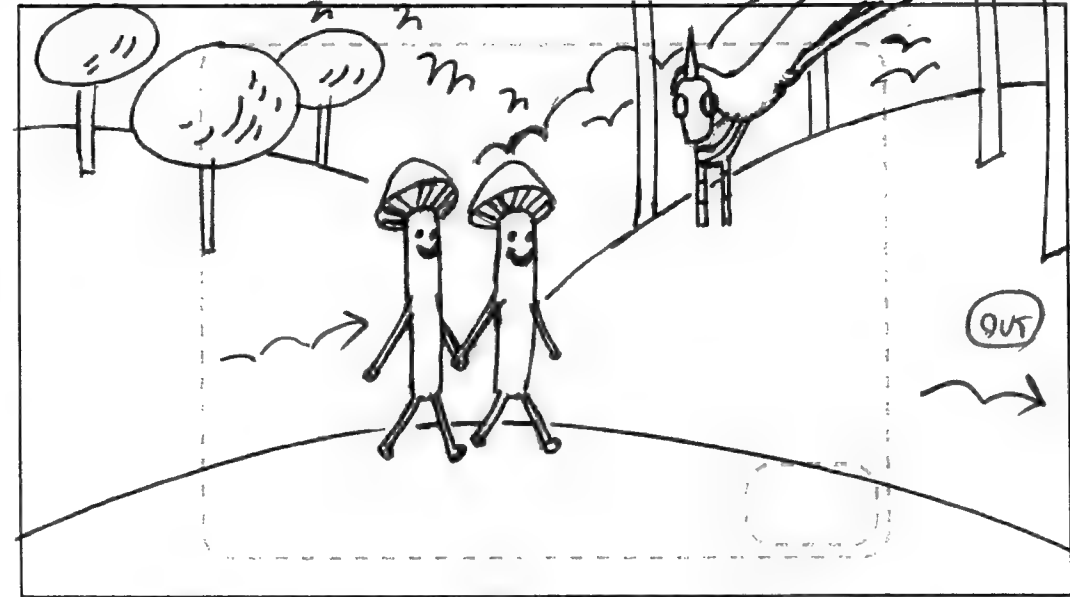


Sc. 166

Pnl. C

Bg.

day night



Dialog:

Cinnamon Bun: What AM I gonna do!

Mushrooms: (HIGH-PITCHED LAUGH)
TEE-HEE-HEE-HEE!

Action:

-CB WOBBLES FORWARD,

-CB WALKS OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



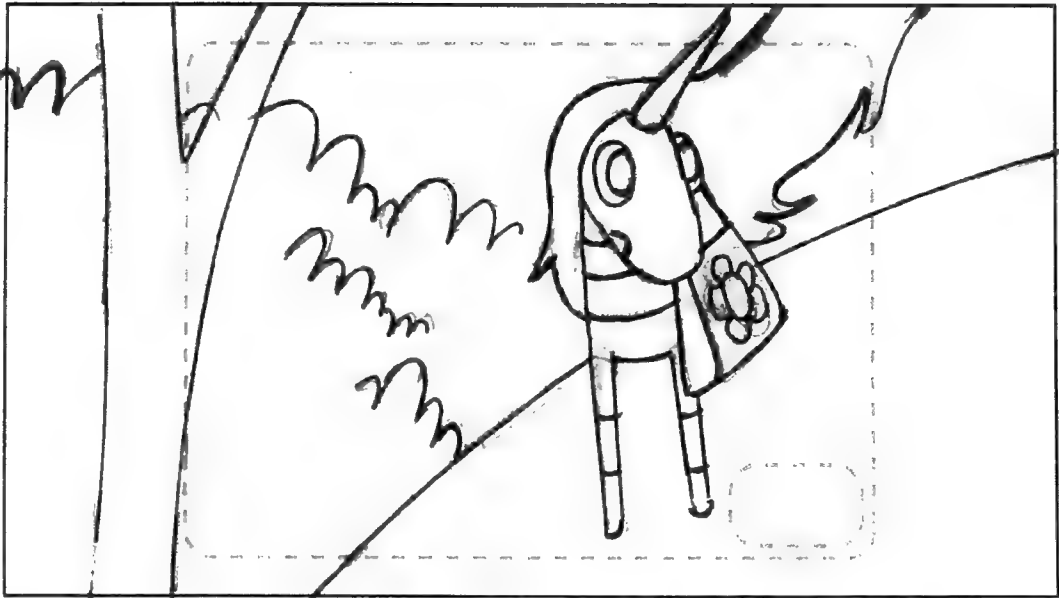
Page 346

Sc. 167

Pnl. A

Bg.

day night

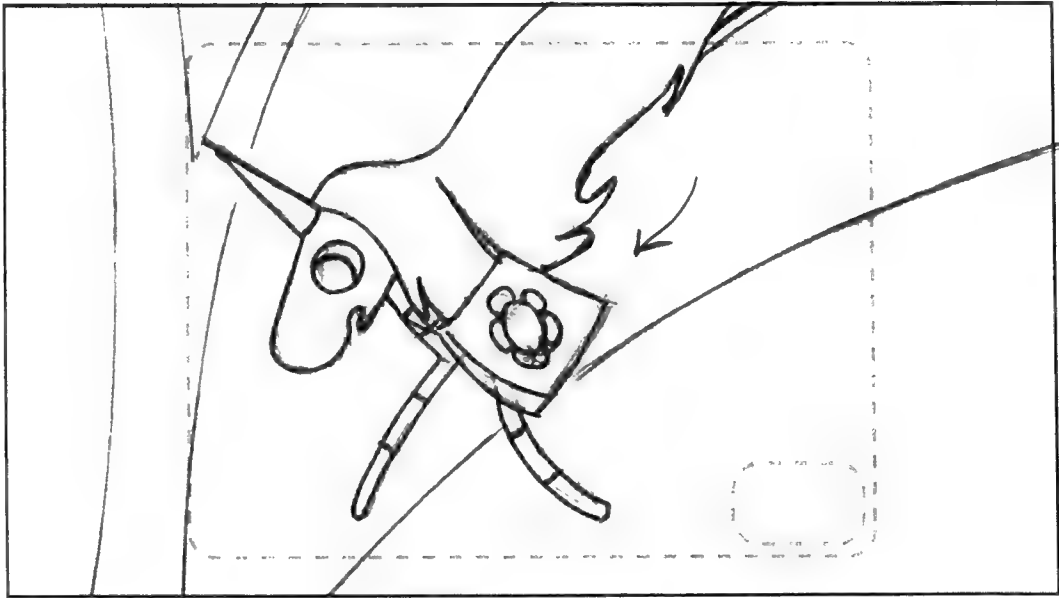


Sc. 167

Pnl. B

Bg.

day night



Dialog:	<u>LR</u> : Weird.
Action:	-LR CONTINUES WALKING.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME

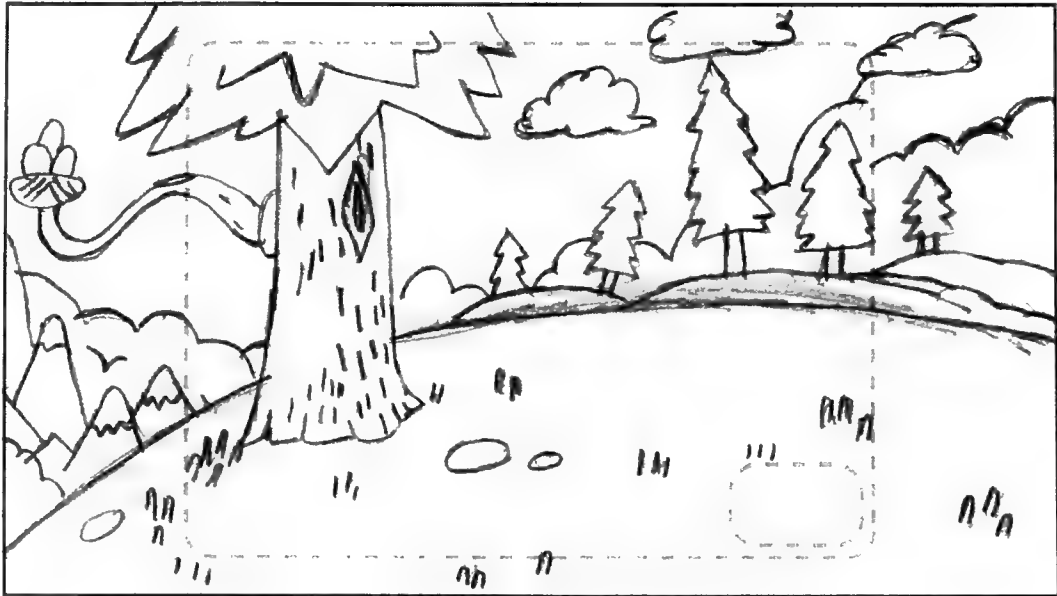


Sc. 169

Pnl. A

Bg.

day night

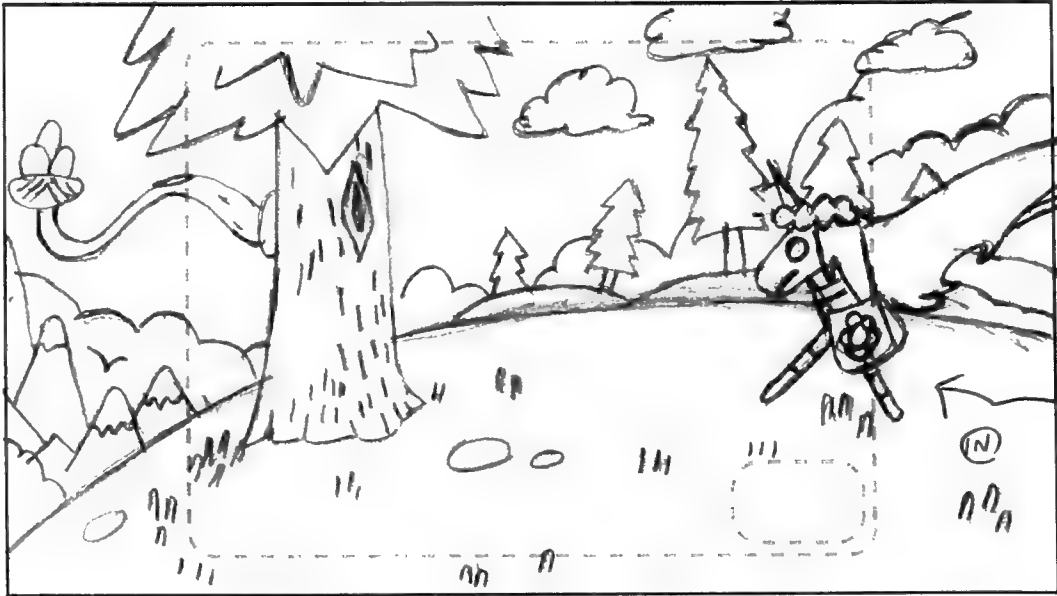


Sc. 169

Pnl. B

Bg.

day night



Dialog:

LR: (TO HERSELF)
THE TREES ARE LOVELY HERE...

Action: The hill near the barn.
Layout note: There is nothing carved on the tree.
(This flashback is before LR met Jake).

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



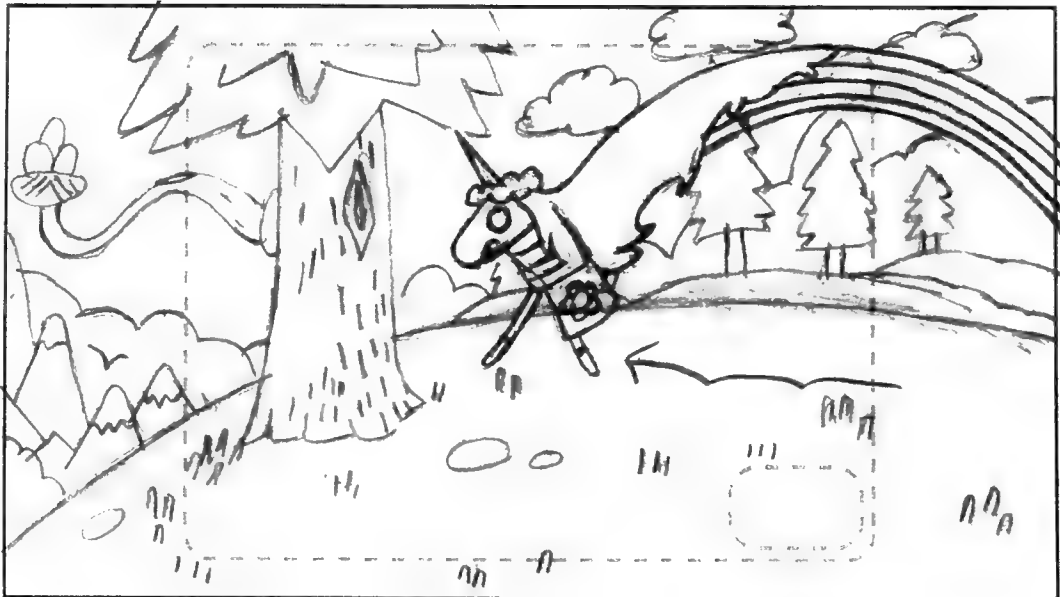
Page 349

Sc. 169

Pnl. C

Bg.

day night

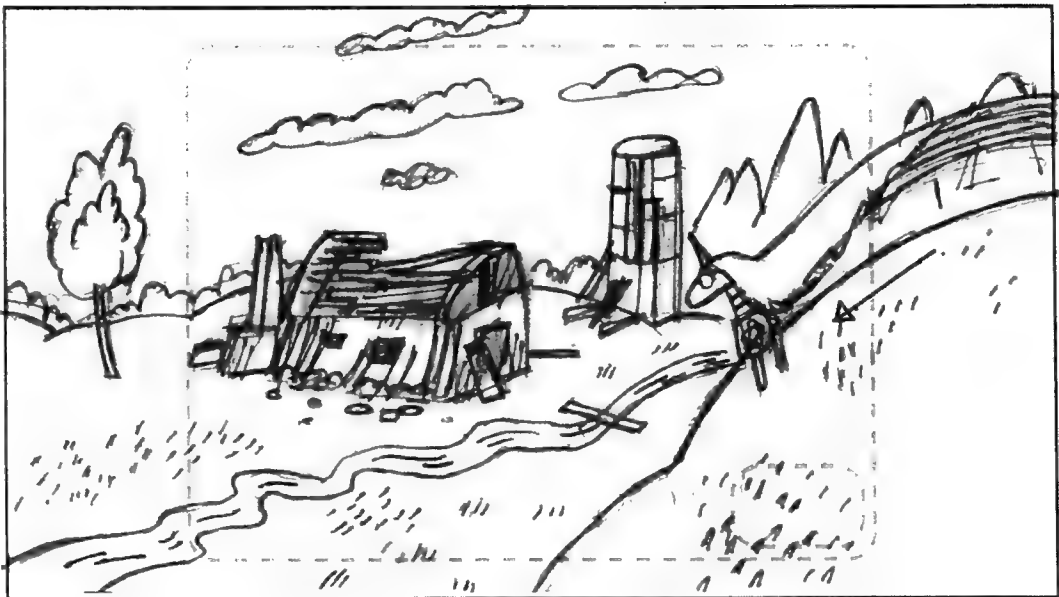


Sc. 170

Pnl. A

Bg.

day night



Dialog:

Action:

- LR walks though scene.

- LR settles into a pose looking at barn.
- The barn is old and needs fixing up.

Timing:



EPISODE # 1034-232

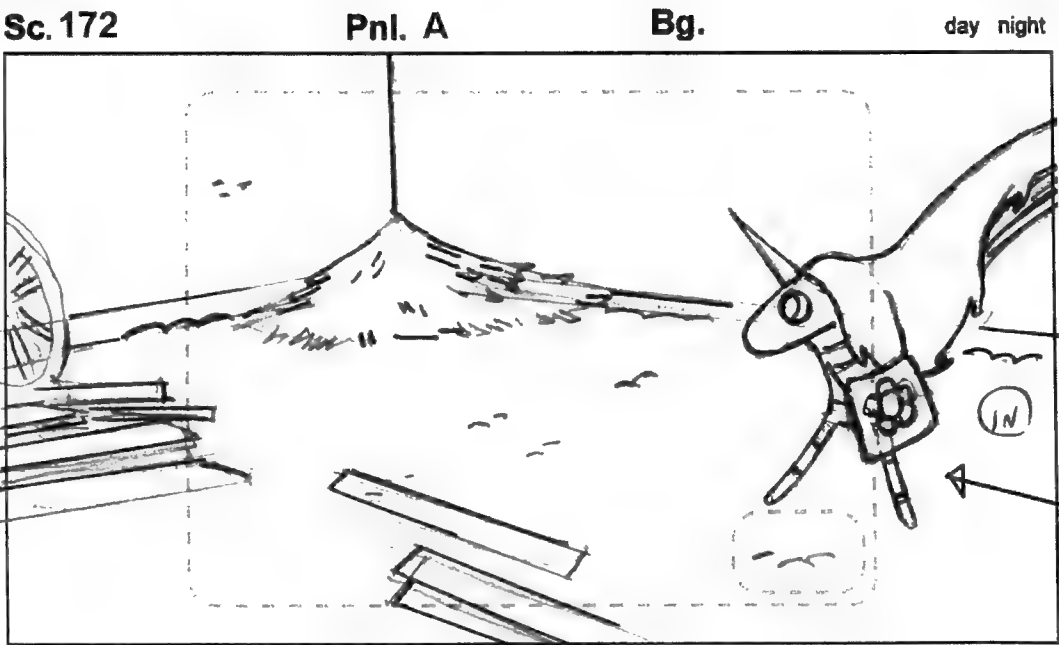
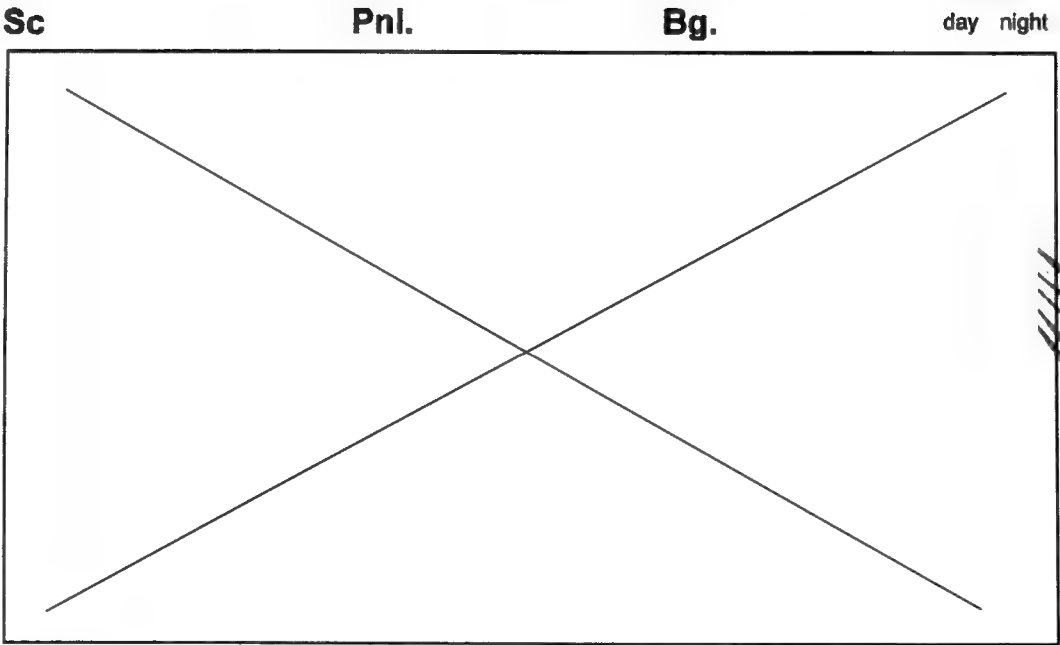
Production :

ADVENTURE TIME



Page 351

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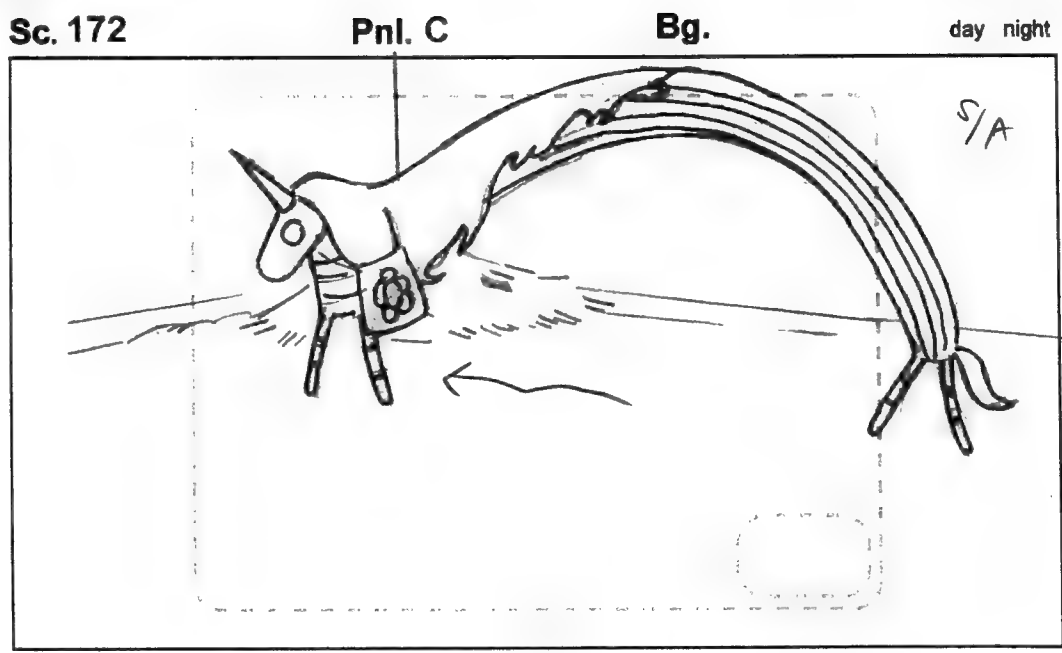
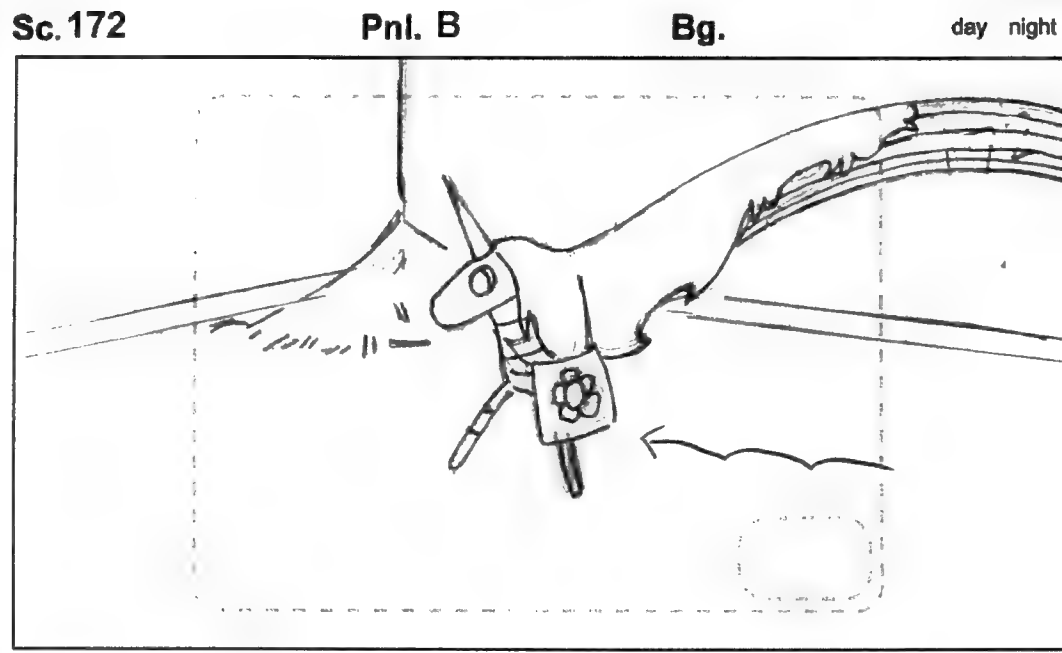
Dialog:	
Action:	LR walks to the back of the barn where there is kind of a bed of hay.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 1034-232
Production :

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ADVENTURE TIME

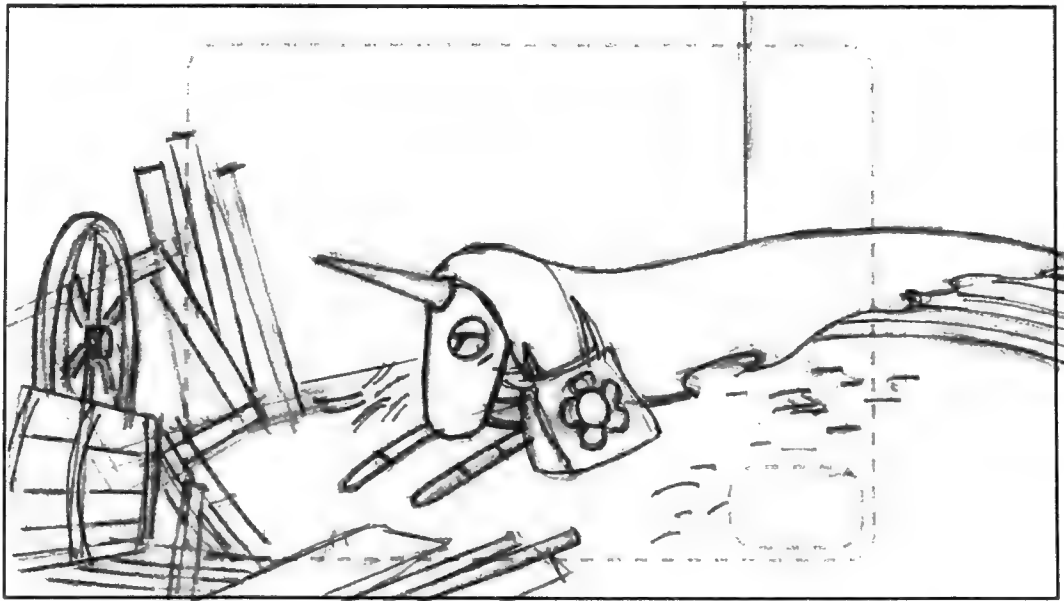


Sc. 172

Pnl. F

Bg.

day night

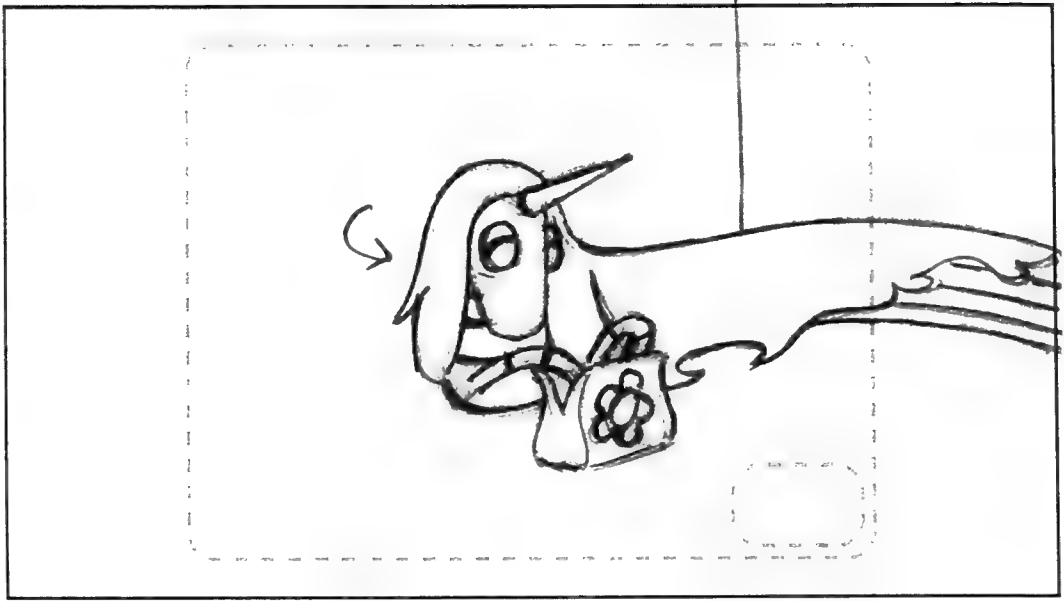


Sc. 172

Pnl. G

Bg.

day night



Dialog:	LR: [SIGH]
Action:	-LR LOOKS IN PURSE
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page **355**

Sc. 172

Pnl. H

Bg.

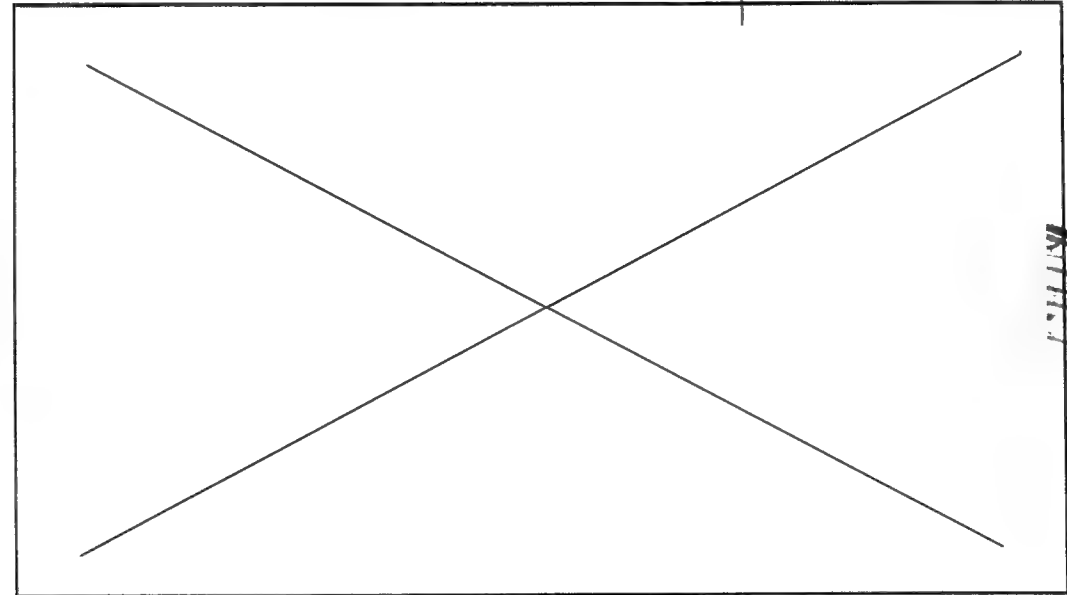
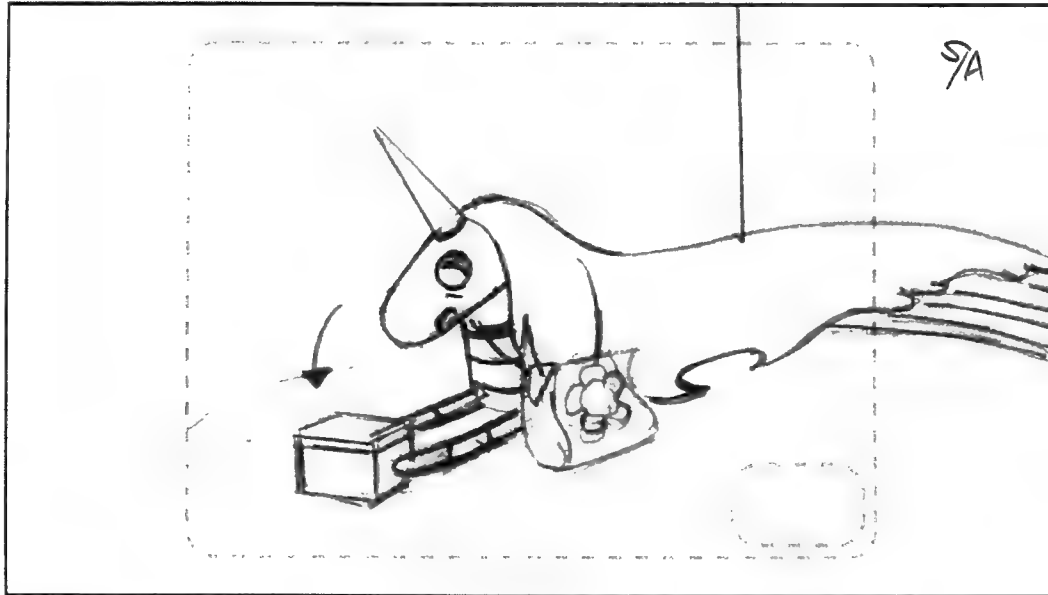
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 357

Sc.

Pnl.

Bg.

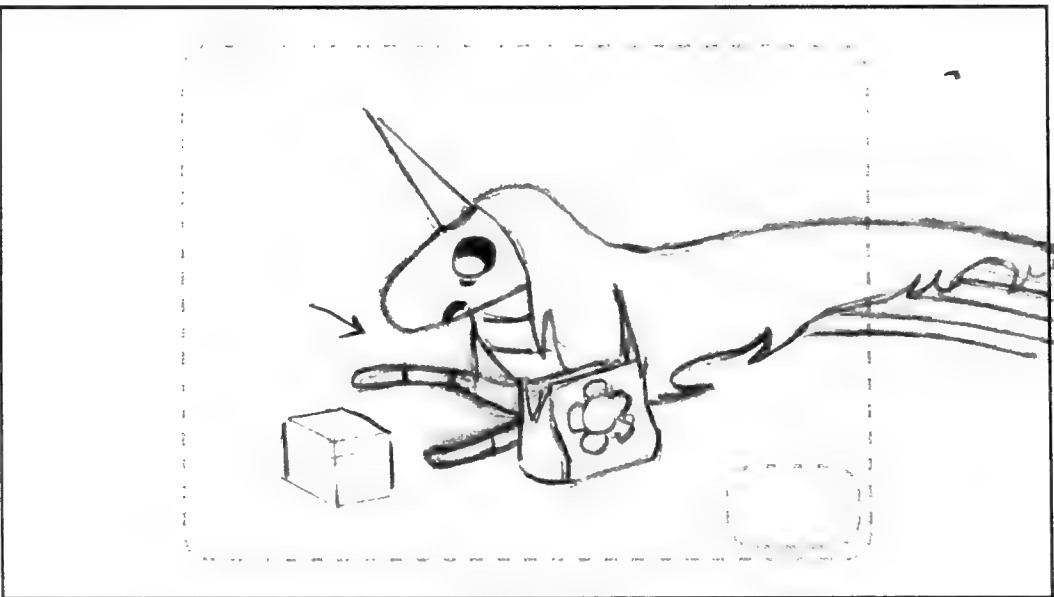
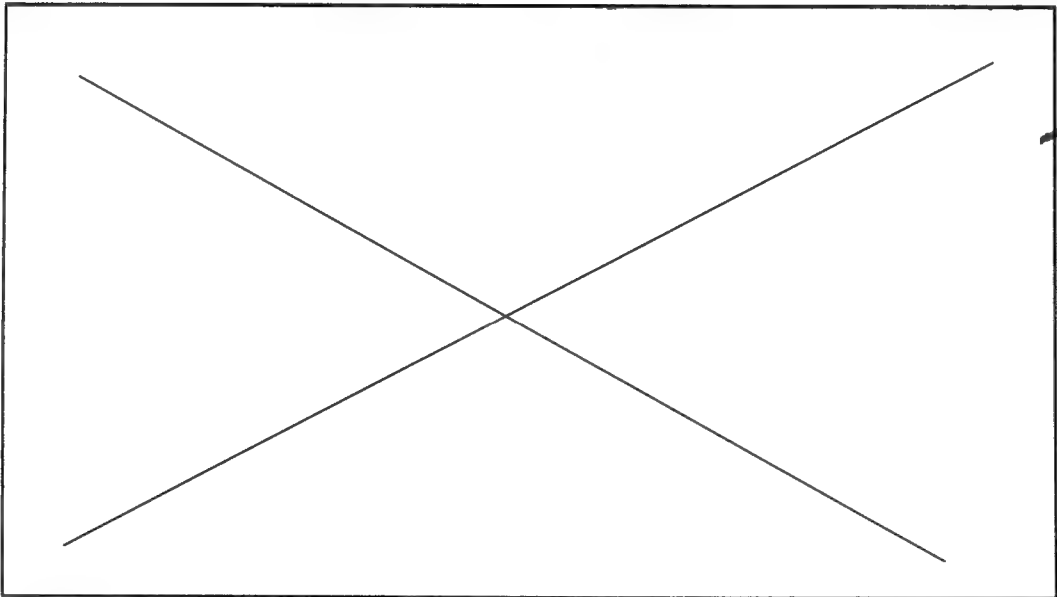
day night

Sc. 172

Pnl. I

Bg.

day night



Dialog:

LR: YOU HORRIBLE THING...

Action:

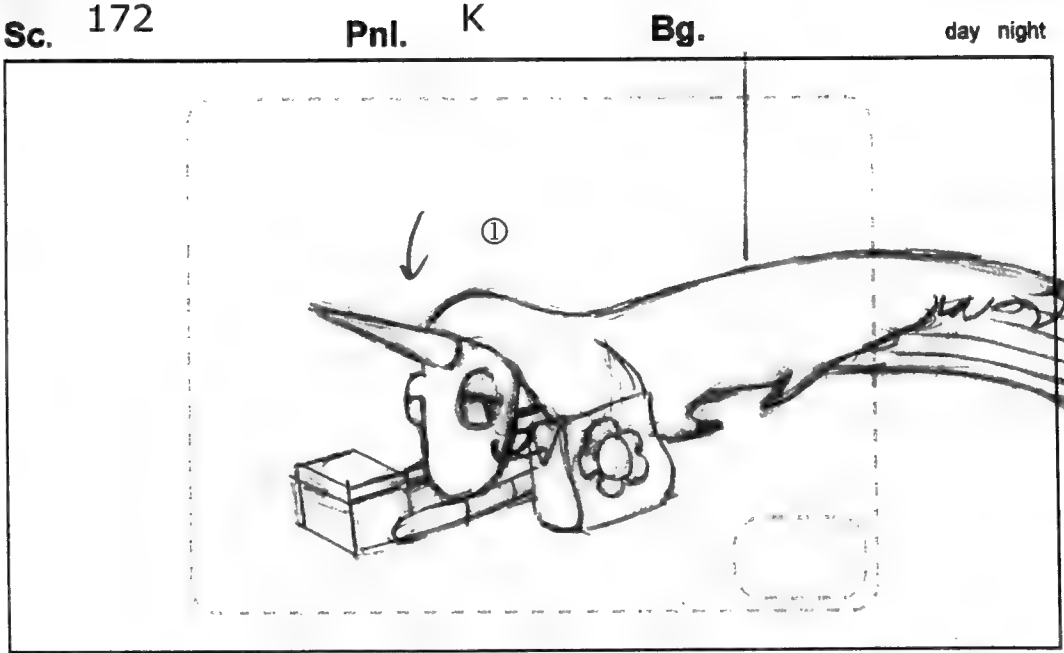
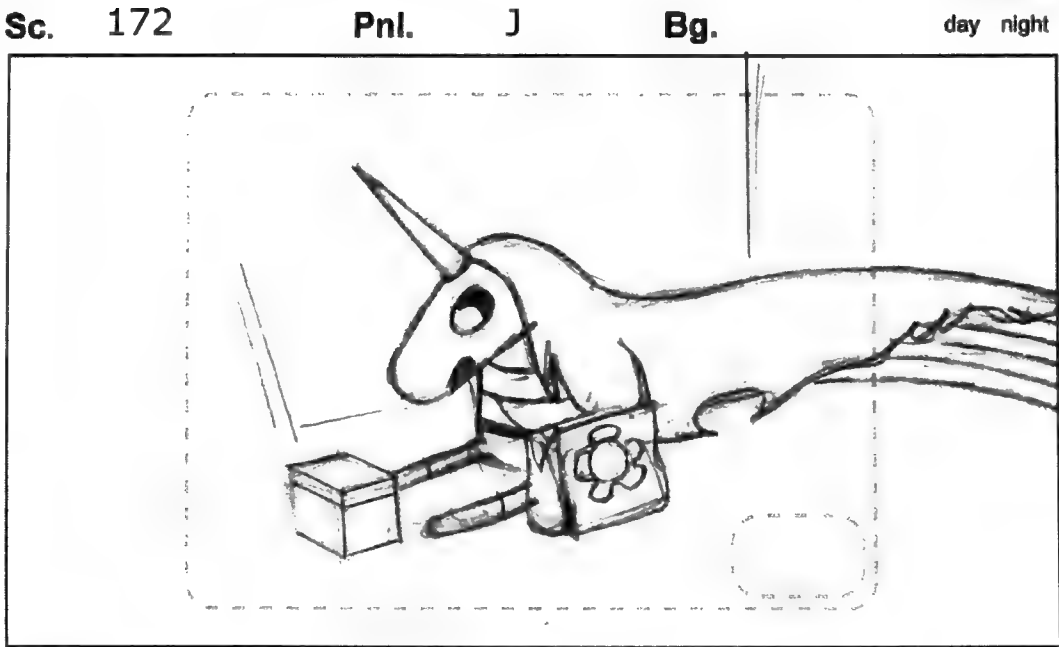
LR settles back.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Dialog:	<u>LR</u> : I'll keep you hidden . . .	<u>LR</u> : . . . for as long as I must ZZZZZ . . .
Action:	LR falls asleep.	
Timing:		

~~1834-232~~
~~DI~~

EPISODE #

Production :

ADVENTURE TIME



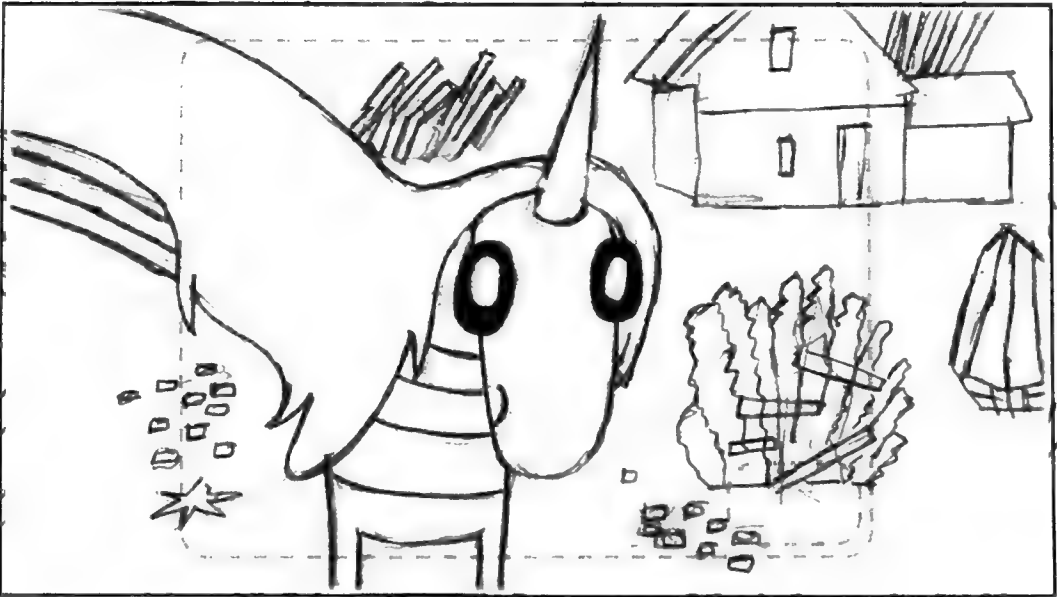
Page 359

Sc. 175

Pnl. A

Bg.

day night

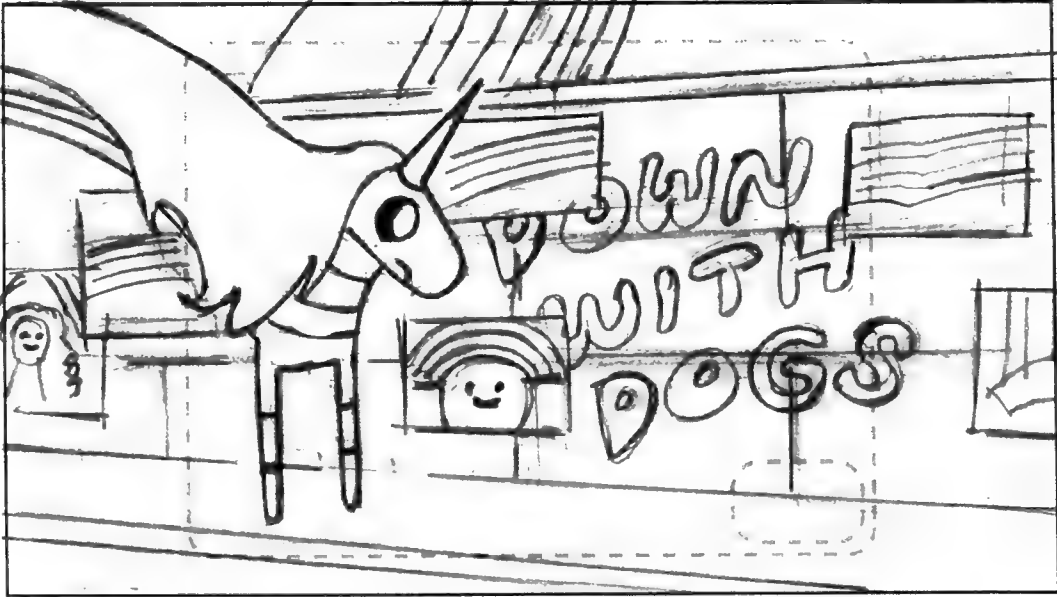


Sc. 176

Pnl. A

Bg.

day night



Dialog:

Action:

Close on LR coming out of Flashback,

A view of LR looking at the wall with the old graffiti which has been posterized over.

Timing:

EPISODE # 1034-232

Production :

DISC.
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ADVENTURE TIME



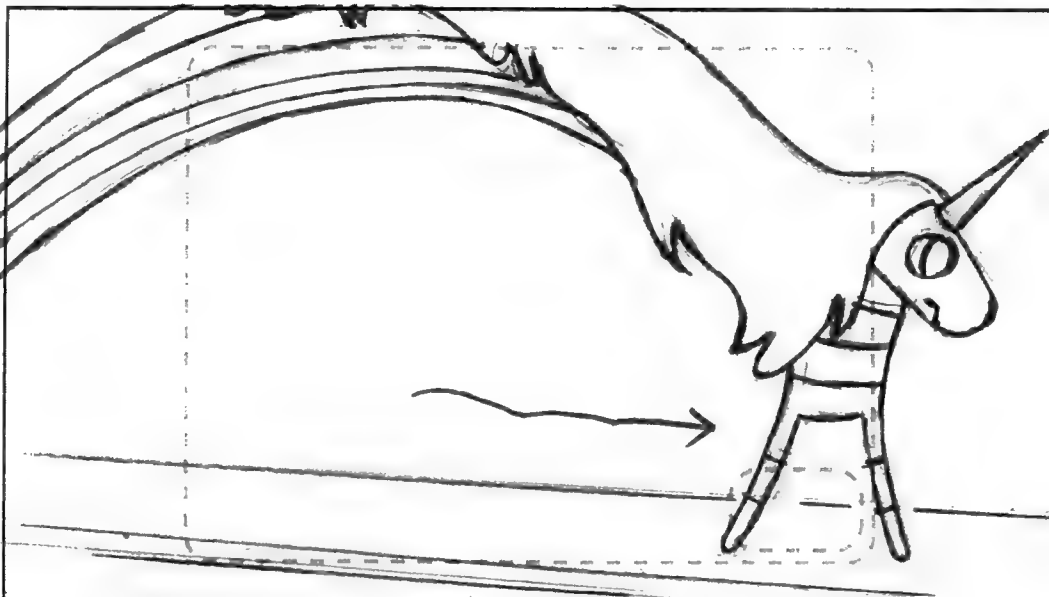
Page 360

Sc. 176

Pnl. B

Bg.

day night

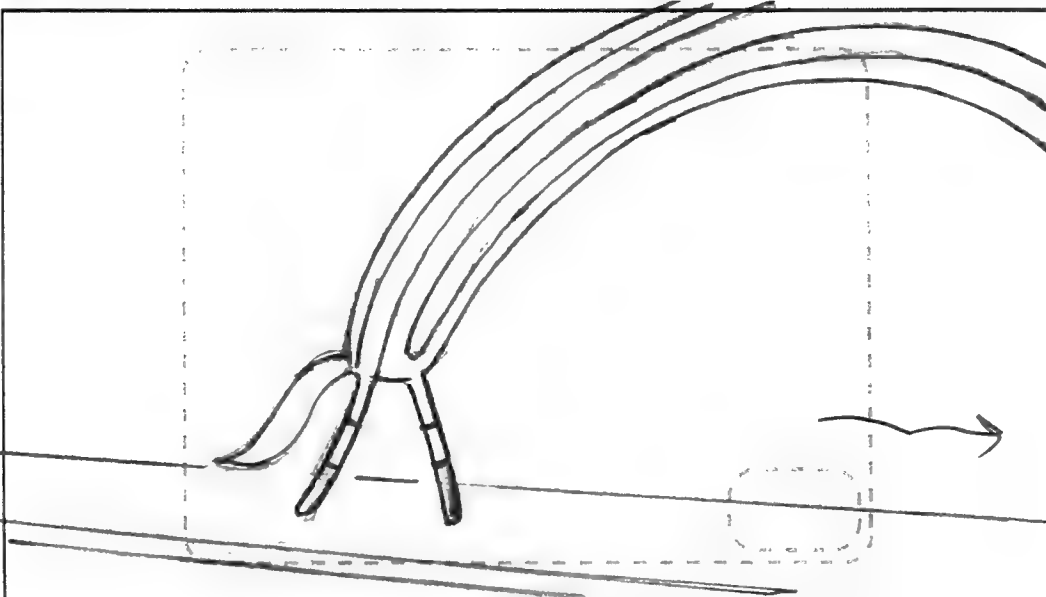


Sc. 176

Pnl. C

Bg.

day night



Dialog:

Action:

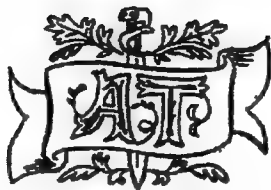
LR walks on.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 176

Pnl. D

Bg.

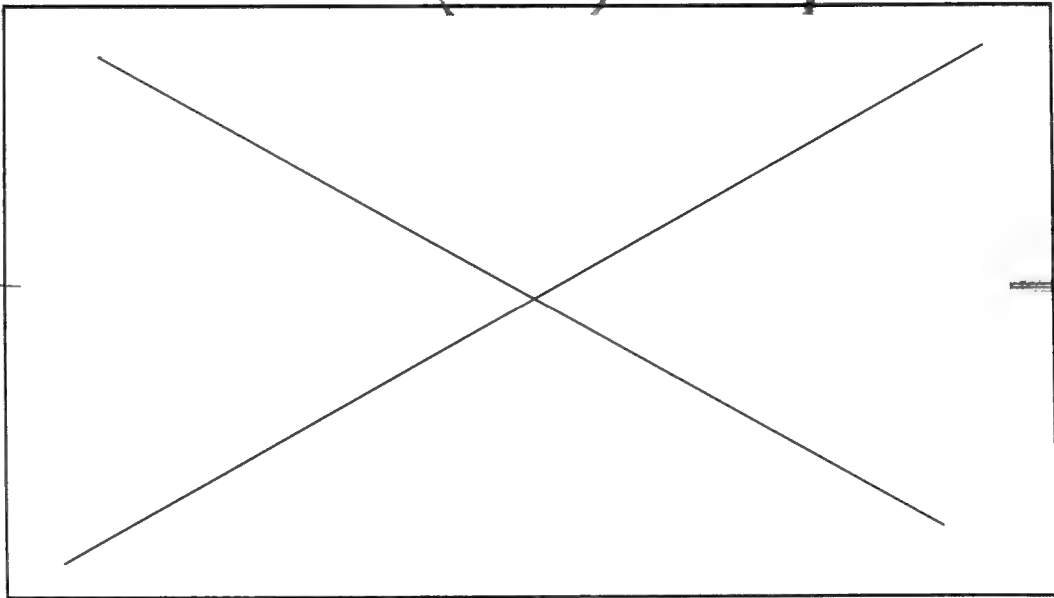
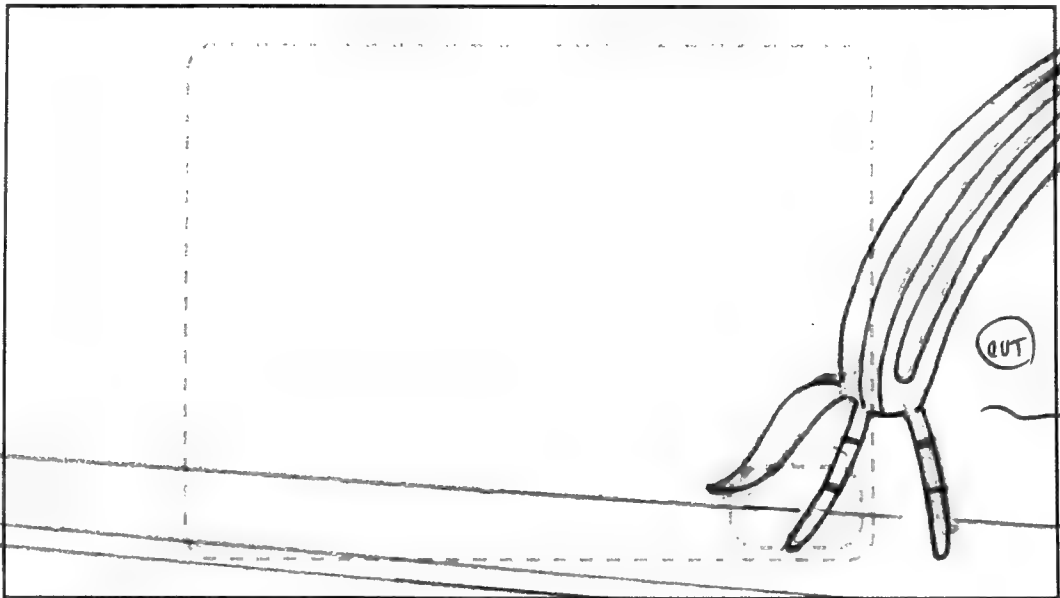
day night

Sc.

Pnl.

Bg.

day night



Dialog:
Action: -LR WALKS OFF/S.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 364

Sc. 179

Pnl. A

Bg.

day night

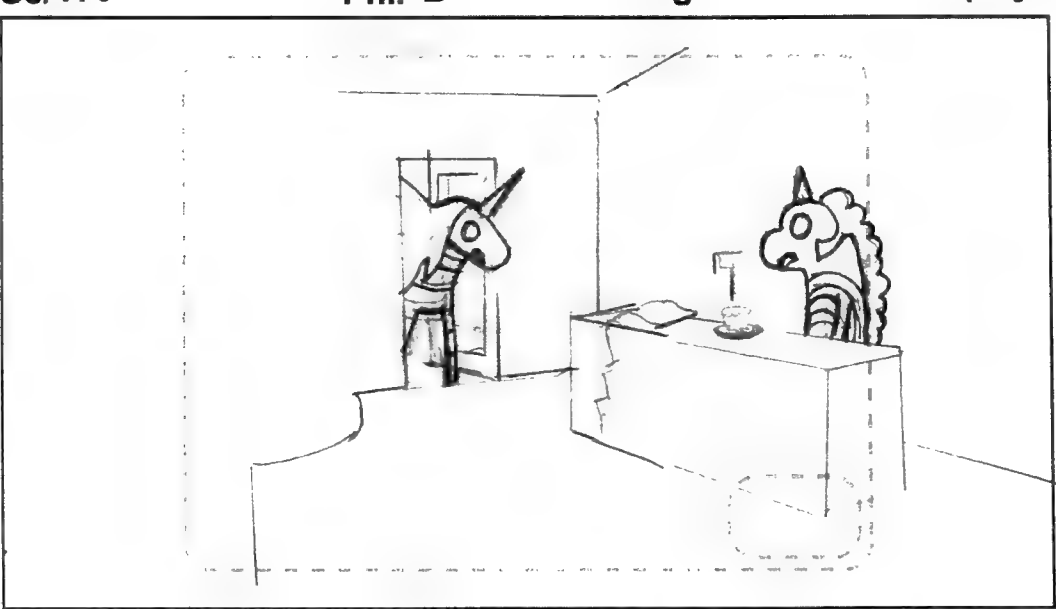


Sc. 179

Pnl. B

Bg.

day night



Dialog:

LR: Roy!

Roy: LADY

Action:

- Cut farther back to show more of the coffee house, including the front entrance.

- LR walks in.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

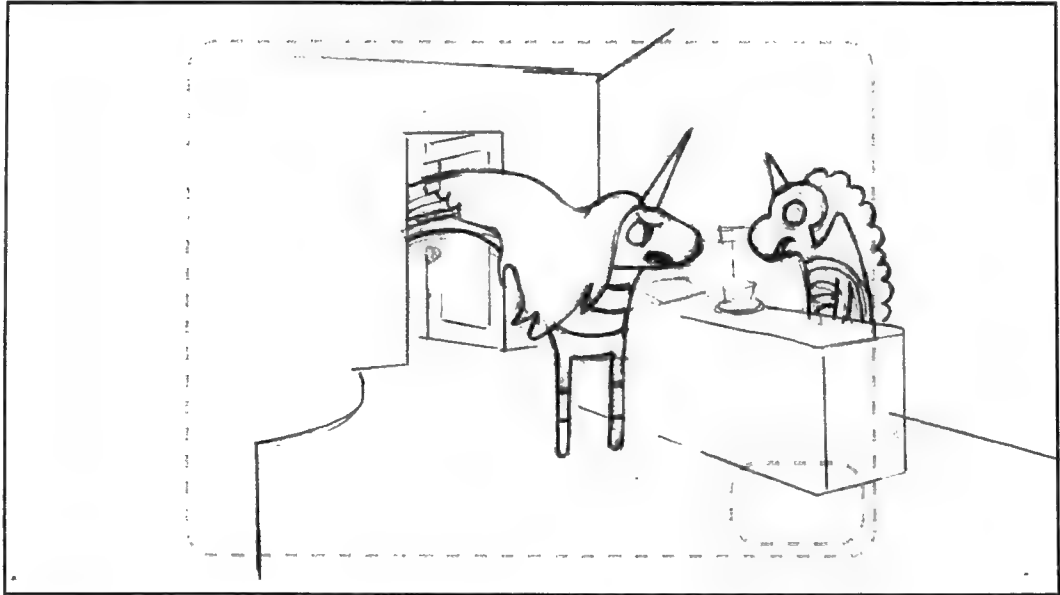


Sc. 179

Pnl. C

Bg.

day night

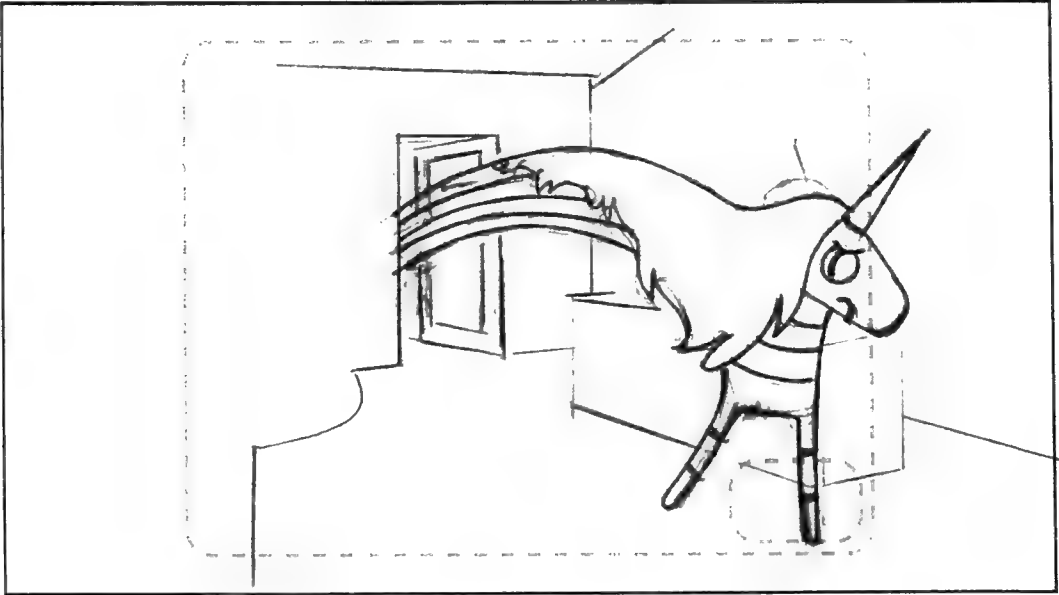


Sc. 179

Pnl. D

Bg.

day night



Dialog:	
<u>LR:</u> Is Lee here?	<u>Roy:</u> - - - hasn't been here for - - -
<u>Roy:</u> - - -	No, Lee - - -
Action:	
-LR WALKS PAST ROY.	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 366

Sc. 179

Pnl. E

Bg.

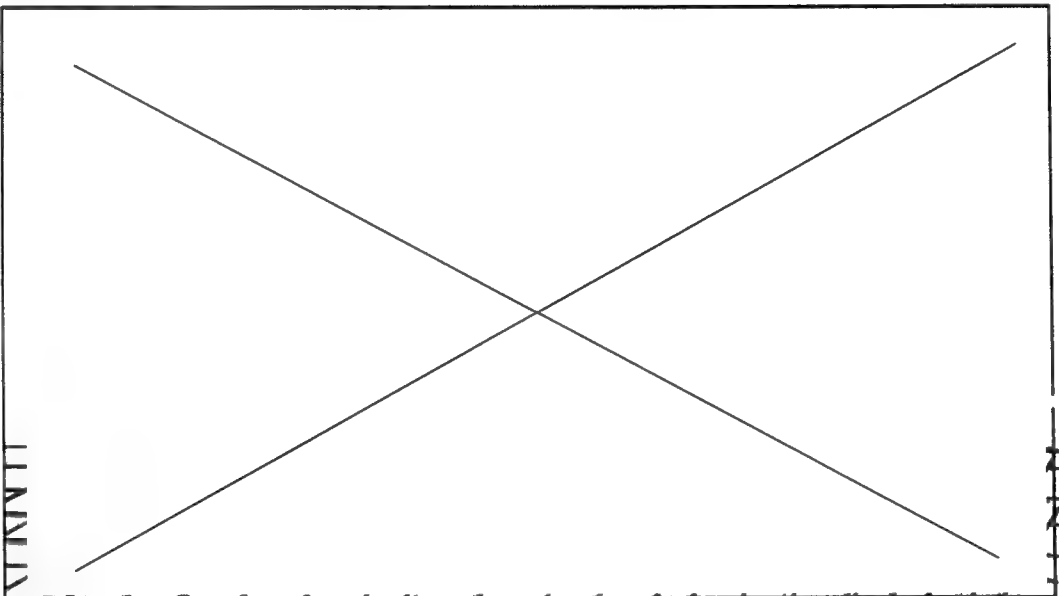
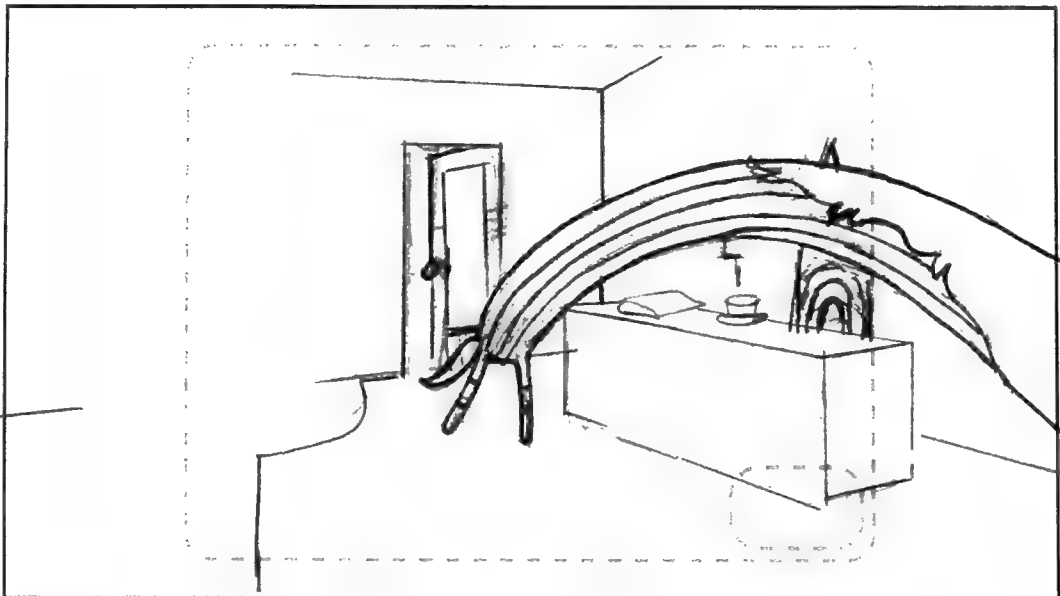
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Roy: HEY --

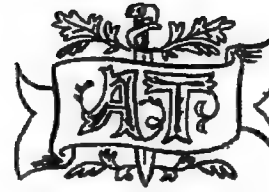
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page **368**

Sc. 181

Pnl. A

Bg.

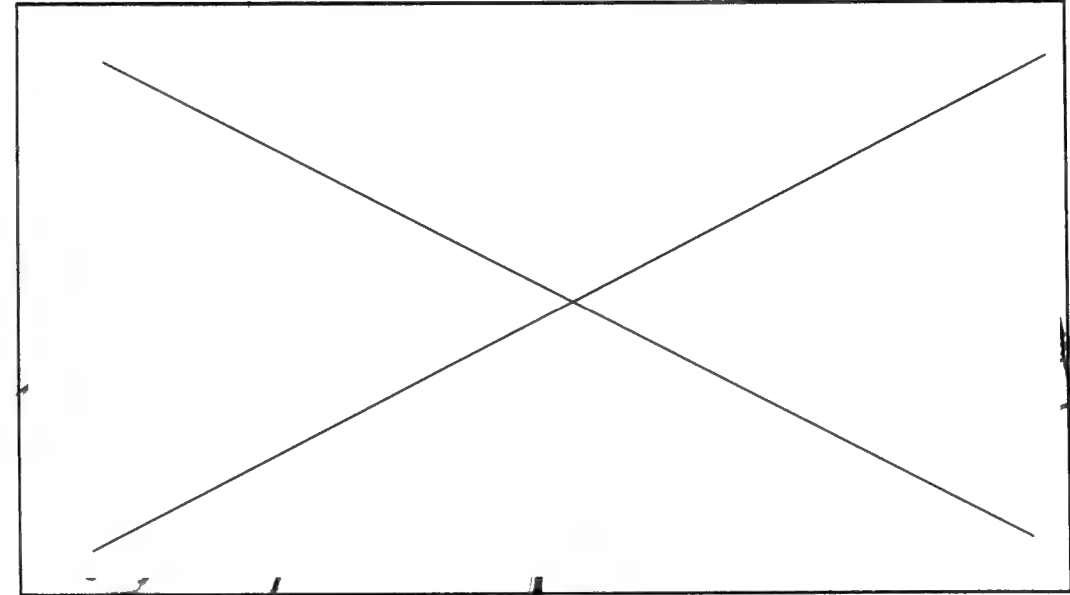
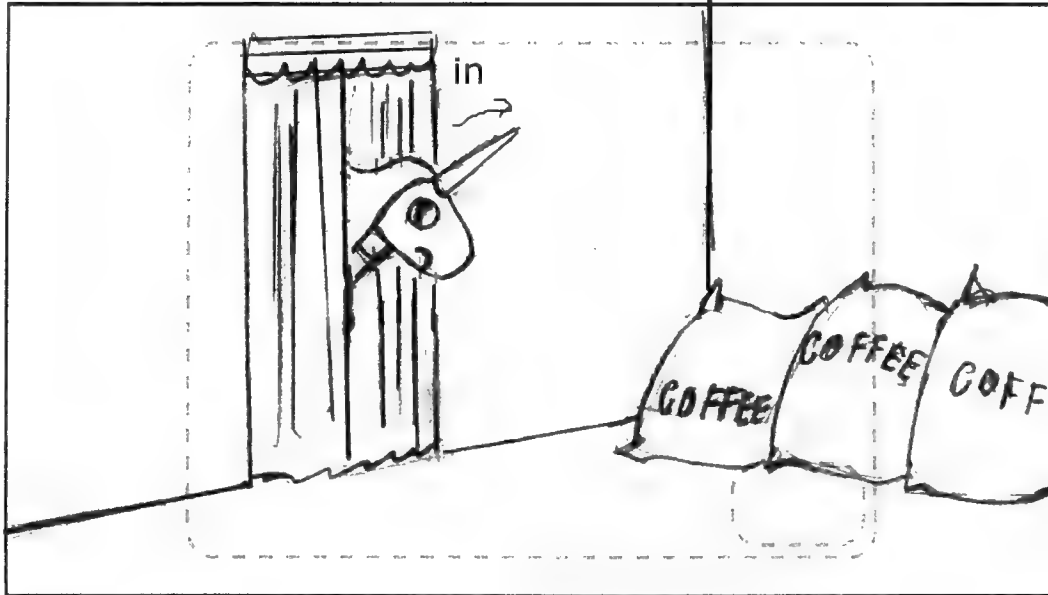
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Roy: don't go back there

Action:

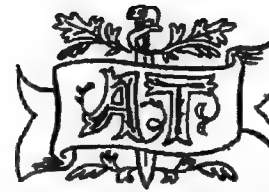
Inside the storage room. LR looks, and sees only bags of coffee.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



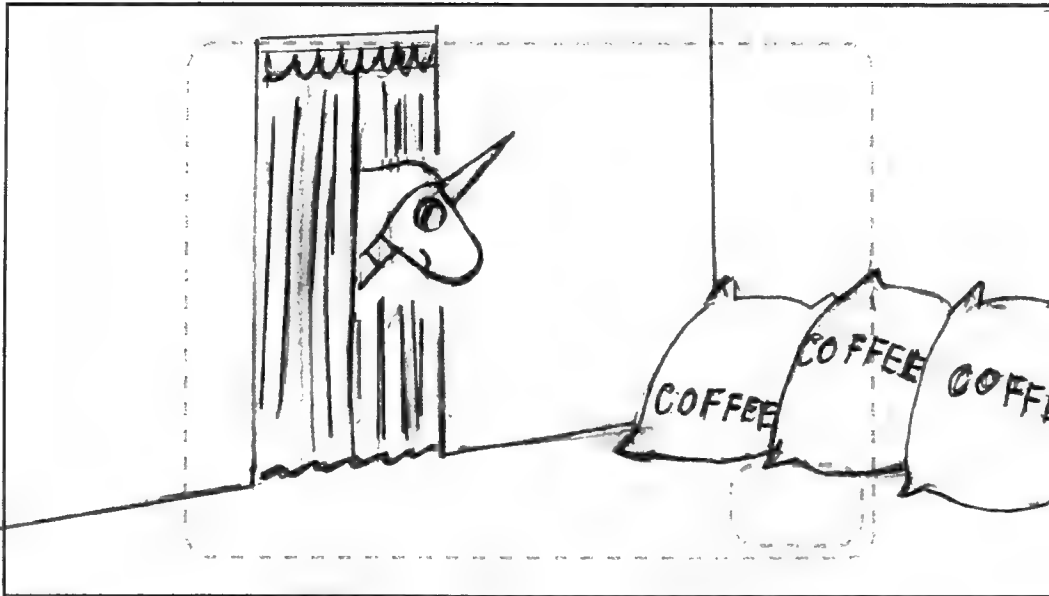
Page 369

Sc. 181

Pnl. B

Bg.

day night

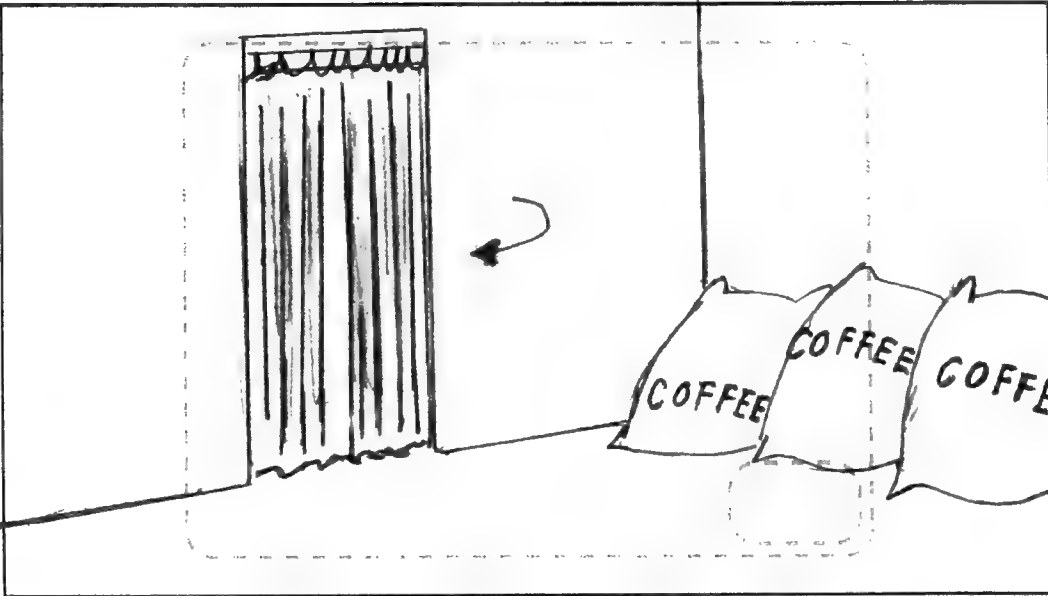


Sc. 181

Pnl. C

Bg.

day night



Dialog:

LR: Aha! oh

Action:

Cut back to LR in the doorway.

LR exits.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



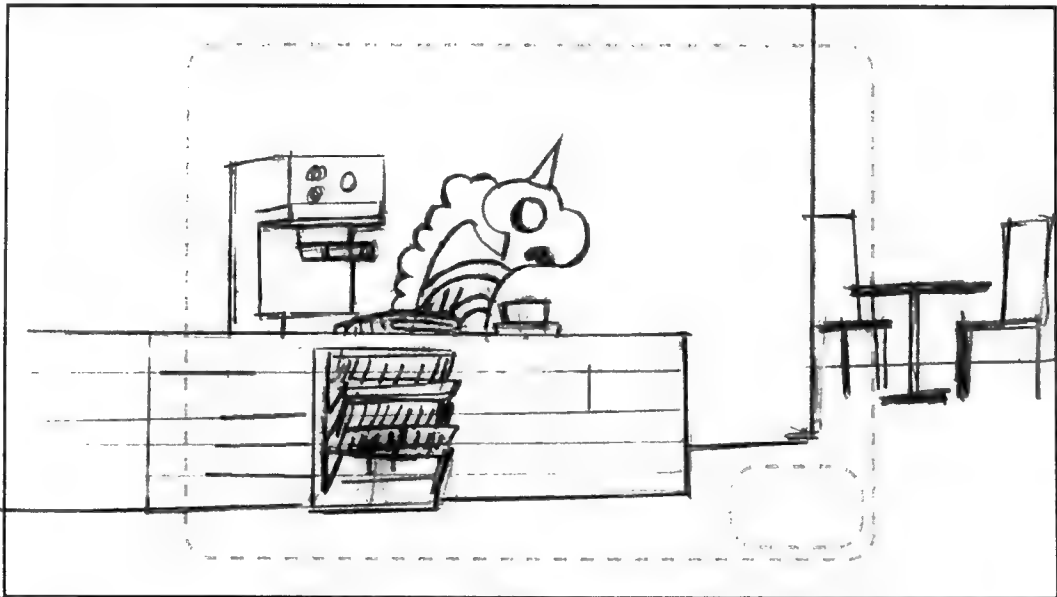
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Sc. 184

Pnl. A

Bg.

day night

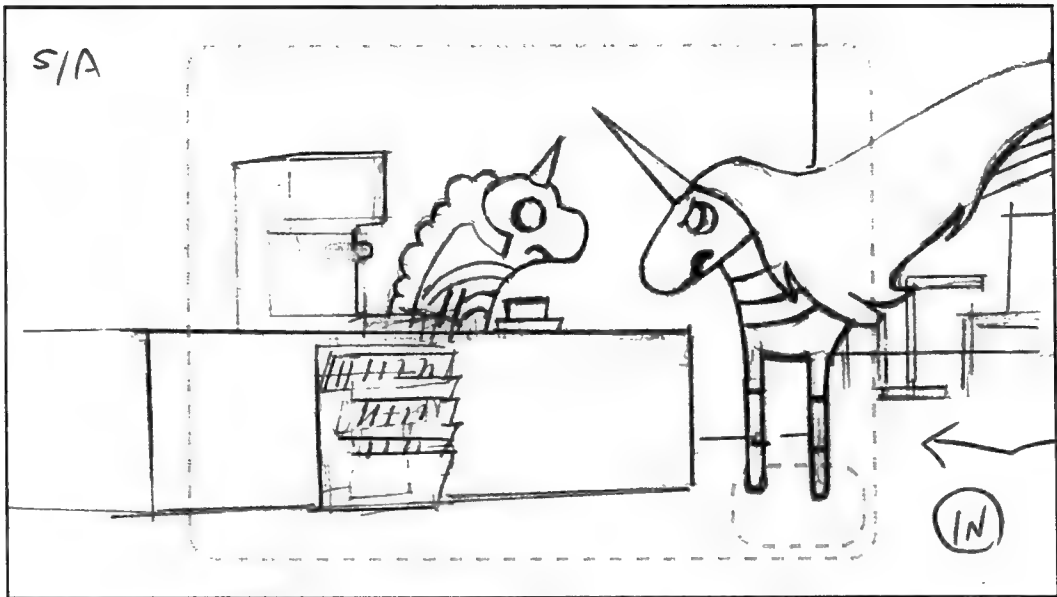


Sc. 184

Pnl. B

Bg.

day night



Dialog:

Roy: It's just coffee. I work here now.

LR: Where is he hanging out?

Action:

On Roy at the counter.

LR enters, determined.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



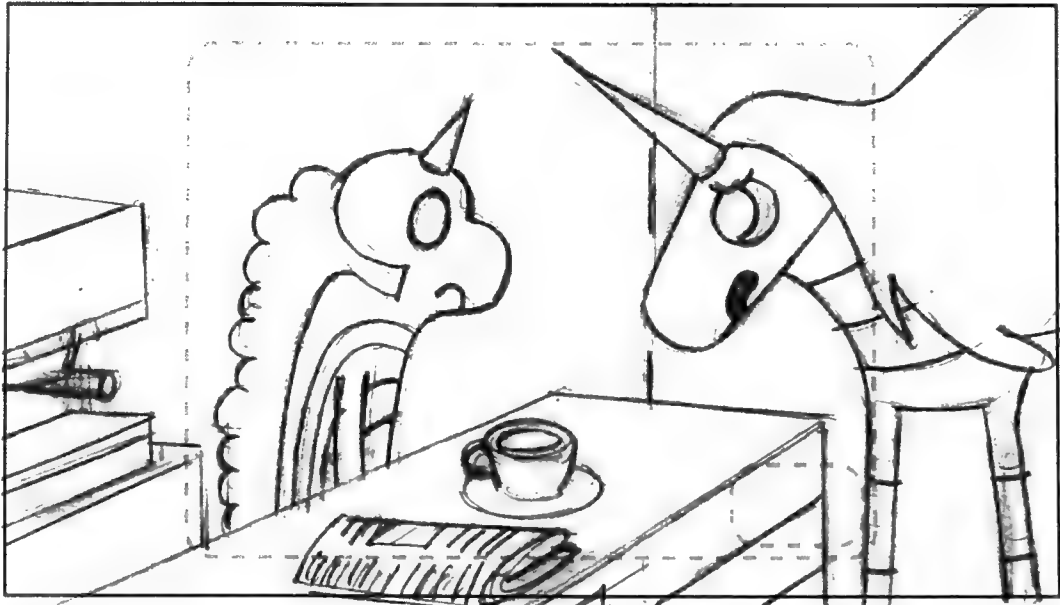
Page 371

Sc. 185

Pnl. A

Bg.

day night

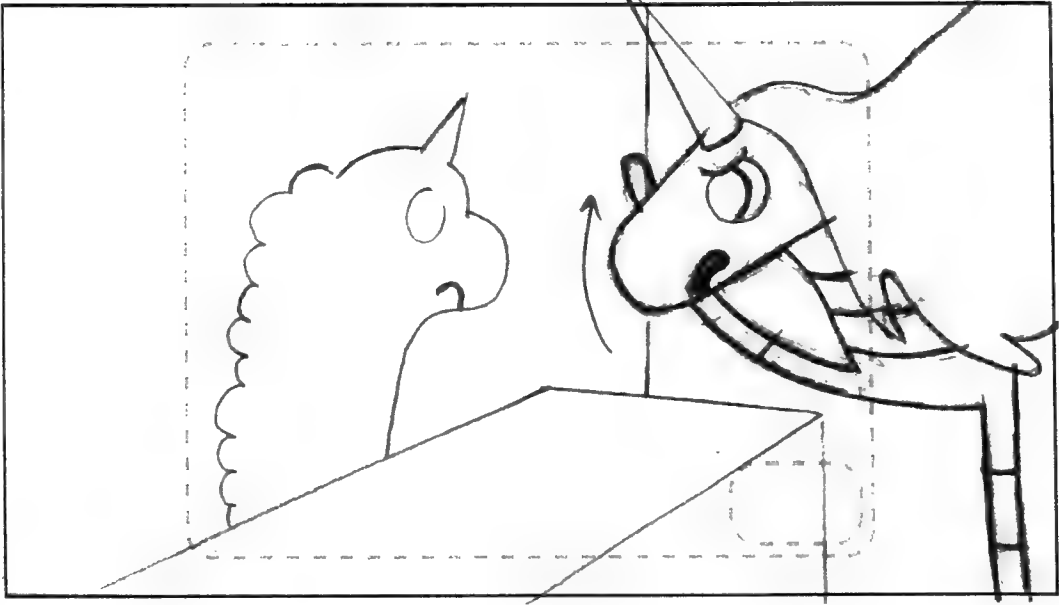


Sc. 185

Pnl. B

Bg.

day night



Dialog:	<p><u>LR</u>: This is important, I have to know where he is - - -</p>
Action:	<p>(Antic.)</p>
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



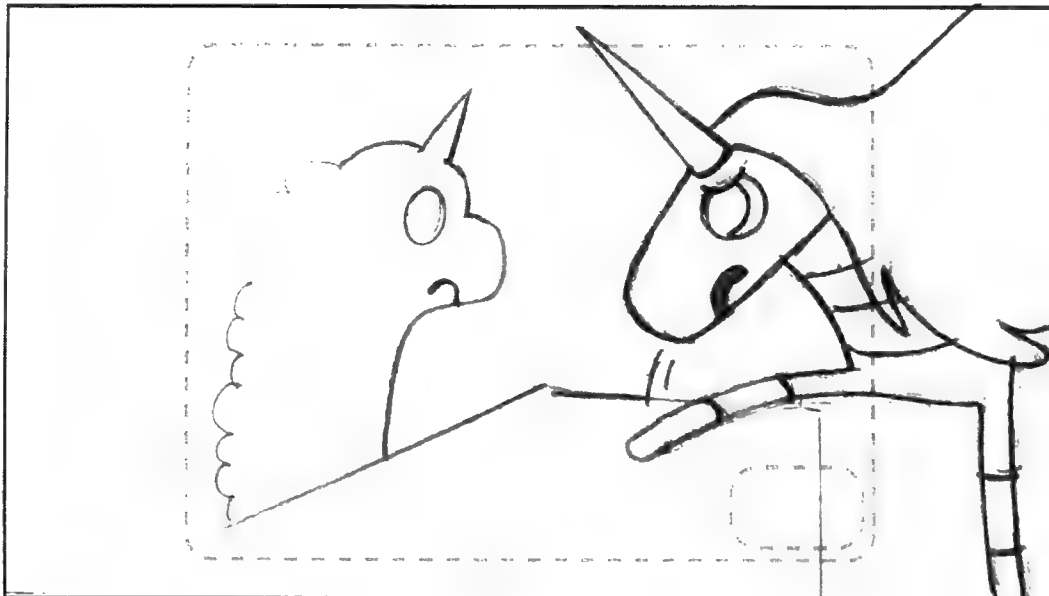
Page 372

Sc. 185

Pnl. C

Bg.

day night



Sc. 186

Pnl. A

Bg.

day night



Dialog:

LR: - - - right away!

Roy: Hey I, naw, I don't keep in touch,
All right?

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 373

Sc. 186

Pnl. B

Bg.

day night

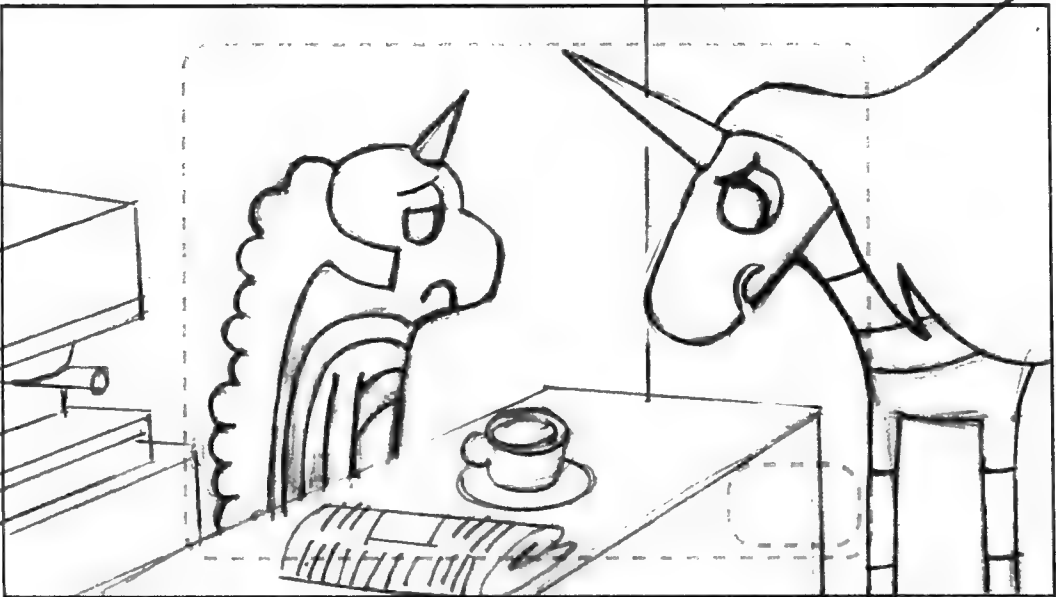


Sc. 187

Pnl. A

Bg.

day night



Dialog:

Lee: I just want to make a good coffee . . .
. . . a real
quality coffee - - -

LR: QUALITY ...

Action:

(start pose)

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



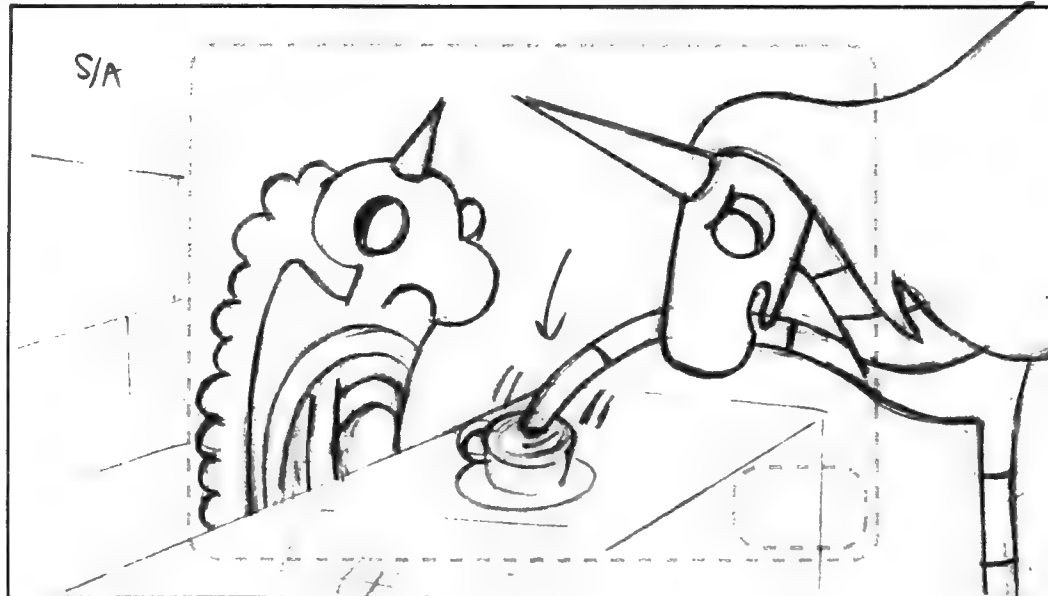
Page 374

Sc. 187

Pnl. B

Bg.

day night

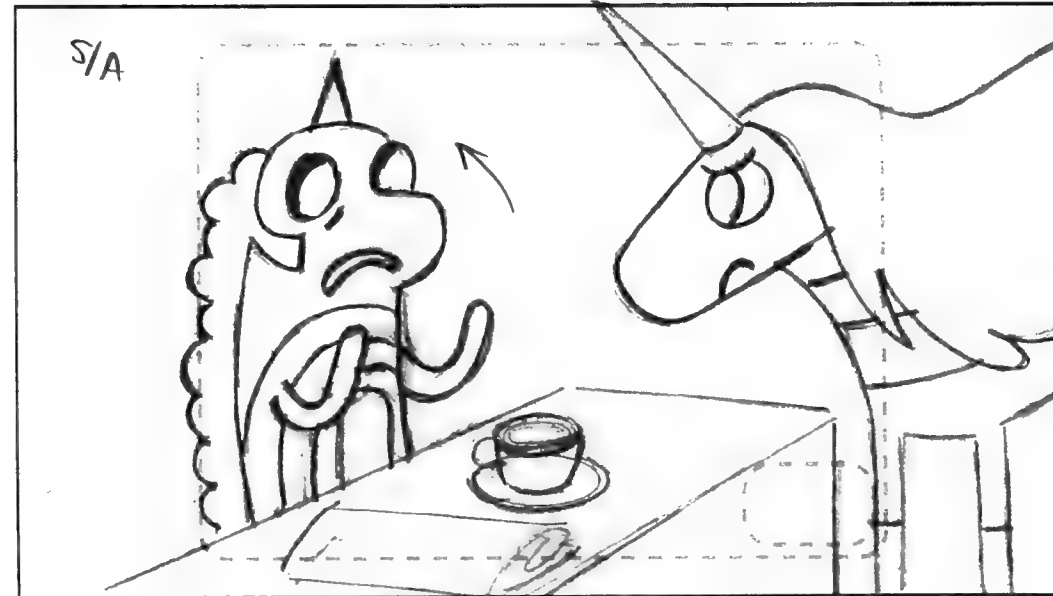


Sc. 187

Pnl. C

Bg.

day night



Dialog:

LR: Like this?

SFX: * SPLSH *

Roy: No ! ! ! My Latte!

Action:

-LR QUICKLY SWIRLS AROUND FOAM

LR: TALK!

Timing:

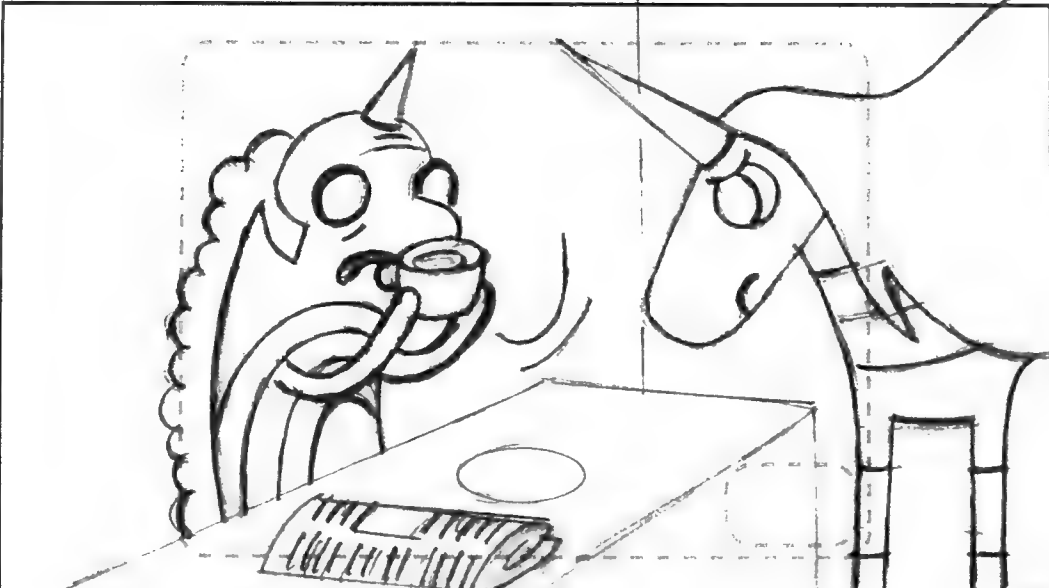
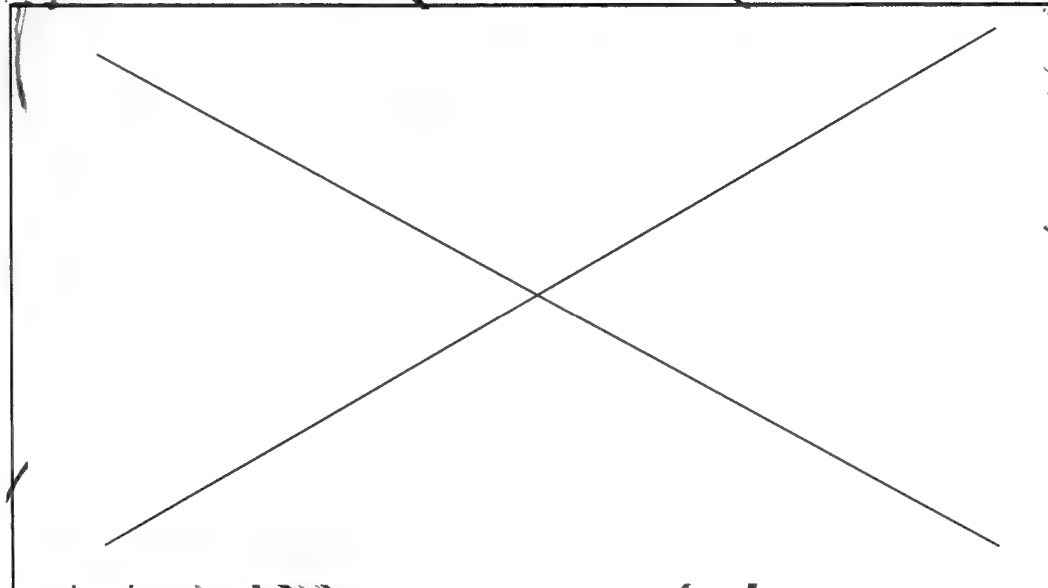
EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 187	Pnl. D	Bg.	day night	Sc.	Pnl.	Bg.	day night				
											

Dialog:	<u>Roy</u> : I don't know
Action:	
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



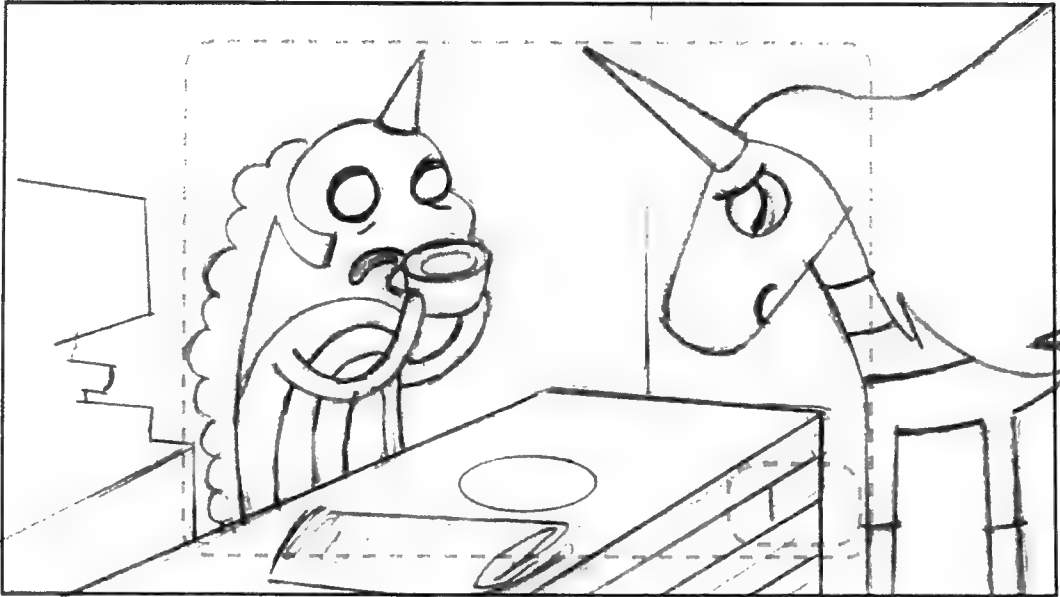
Page 376

Sc. 187

Pnl. E

Bg.

day night

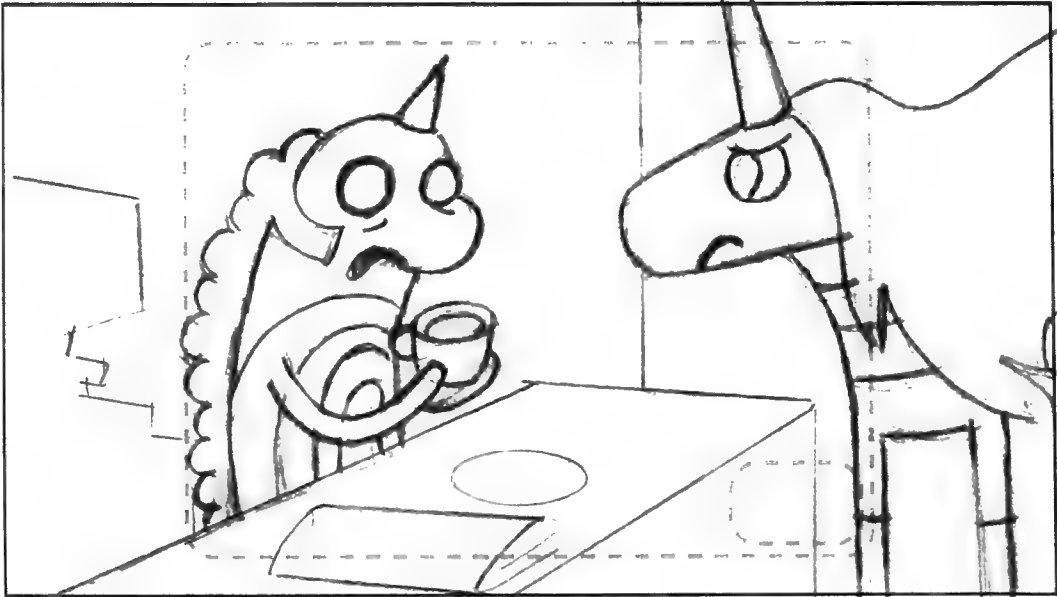


Sc. 187

Pnl. F

Bg.

day night



Dialog:

Roy: I'm not into you know

Roy: I have my own business, quality
coffee --

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



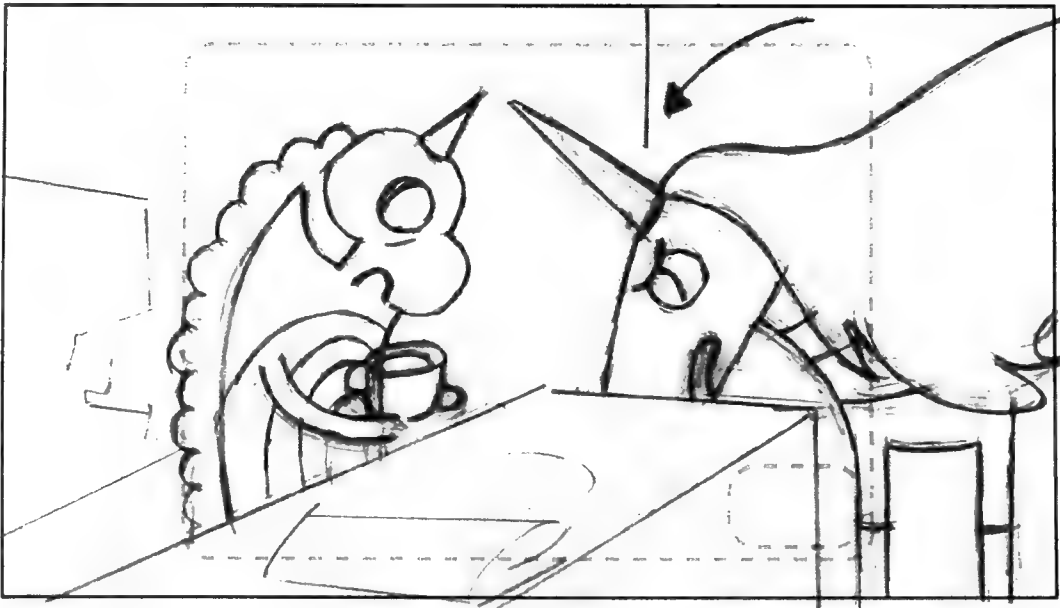
Page 377

Sc. 187

Pnl. G

Bg.

day night

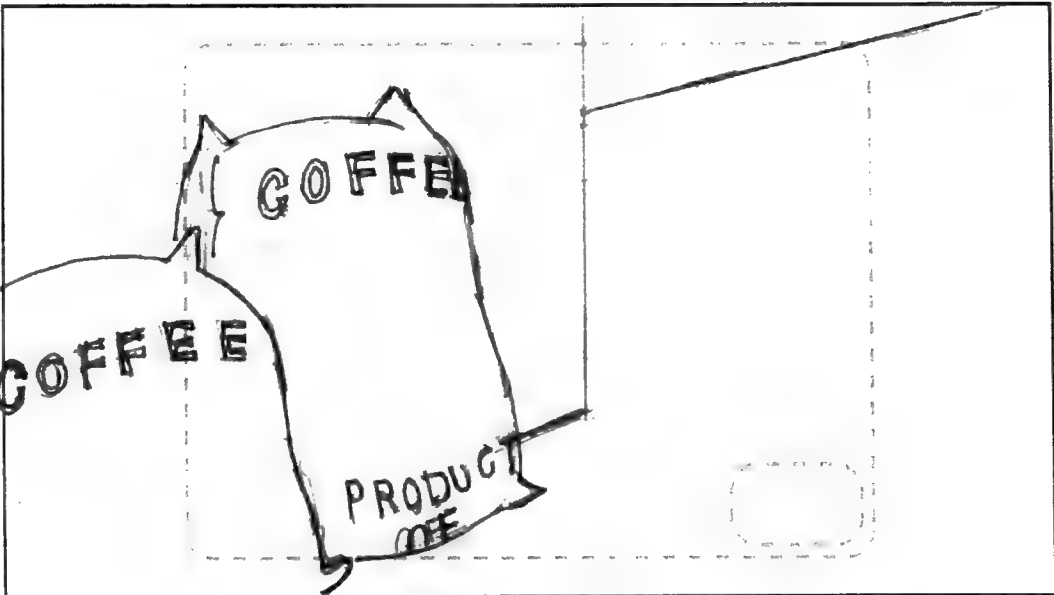


Sc. 190

Pnl. A

Bg.

day night



Dialog:

Action:

-LR LEANS

Timing:

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ADVENTURE TIME



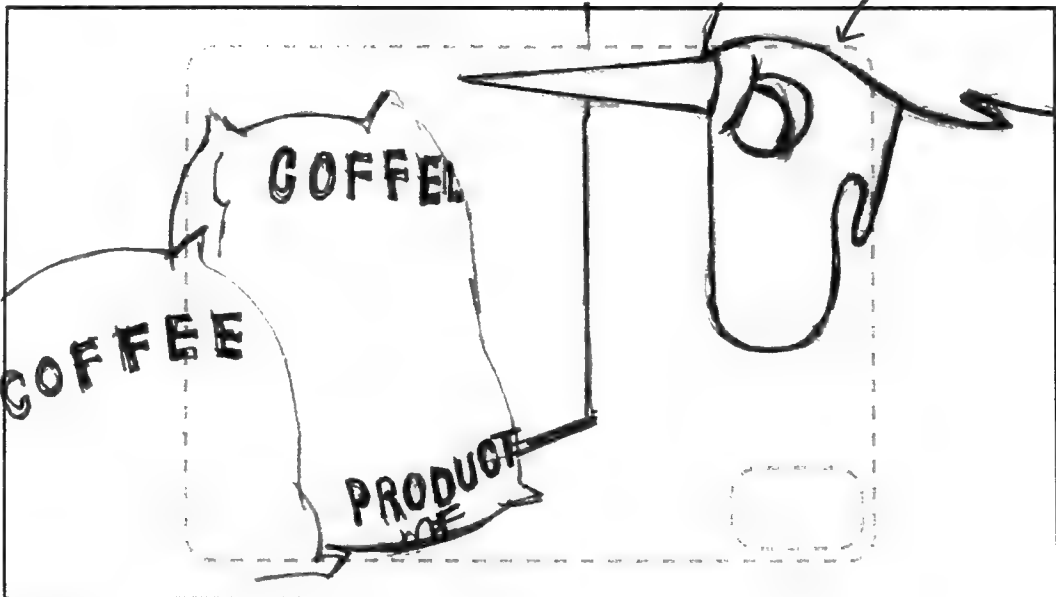
Page 378

Sc. 190

Pnl. B

Bg.

day night

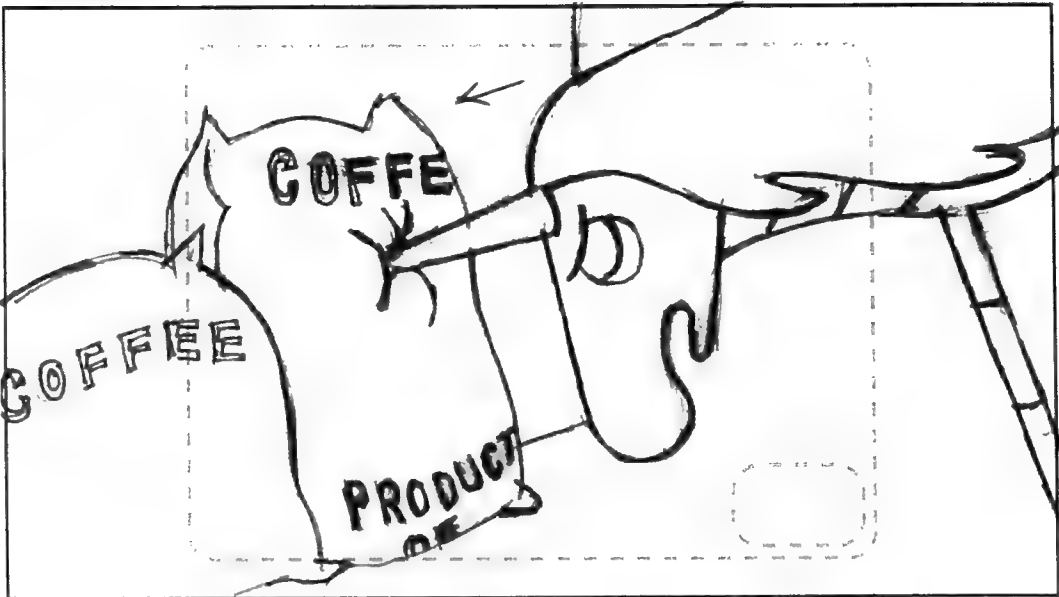


Sc. 190

Pnl. C

Bg.

day night



Dialog:

LR: -- YOU MEAN --

LR: -- this coffee?

Roy (O.S.): Owwww! That's my Konŉ!

Action:

-LR LEANS ON/S.

- LR

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 191

Pnl. A

Bg.

day night

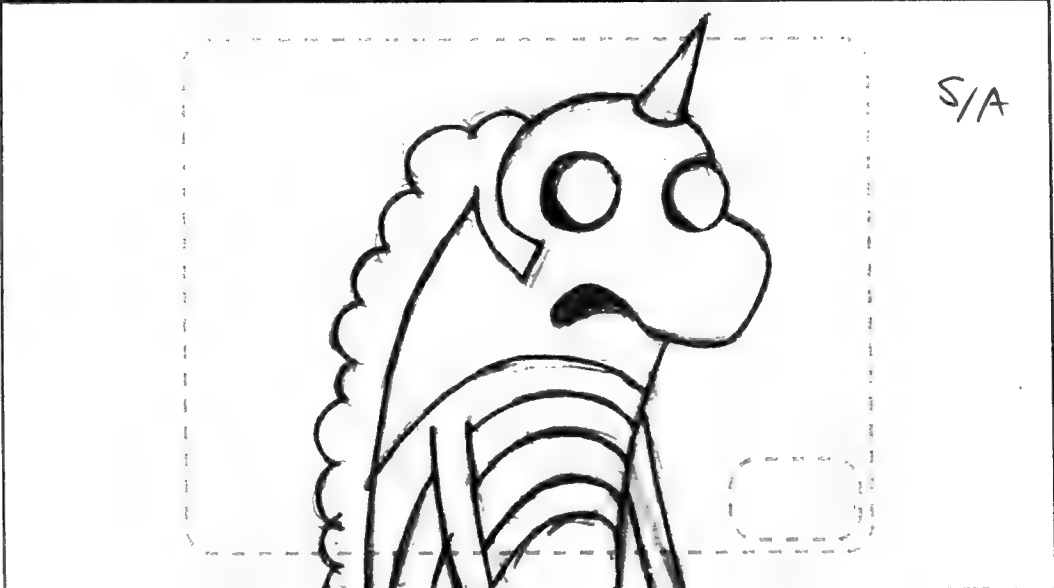


Sc. 191

Pnl. B

Bg.

day night

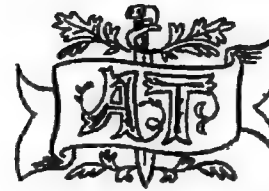


Dialog:	
<u>Roy:</u> I'll tell you all the stuff I know.	<u>Roy:</u> There was no sign of you, so Lee went way underground
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



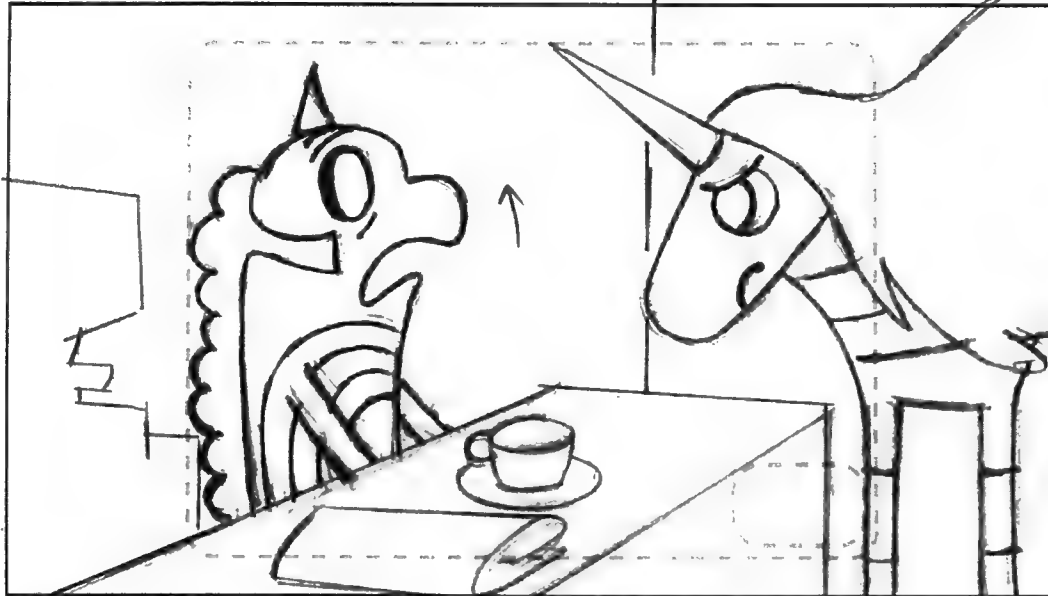
Page 380

Sc. 192

Pnl. A

Bg.

day night

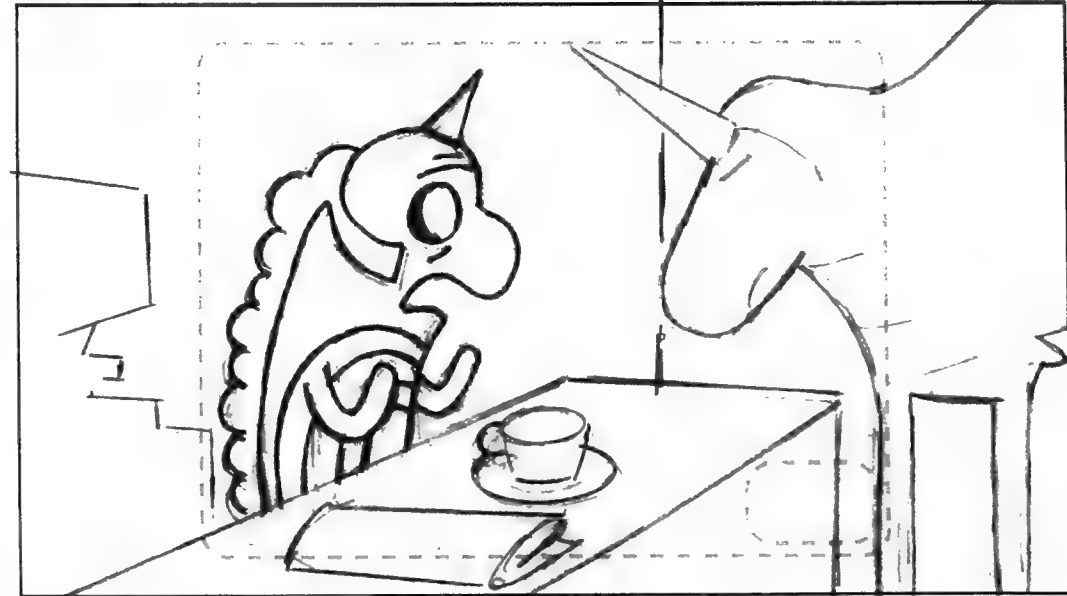


Sc. 192

Pnl. B

Bg.

day night



Dialog:

Roy: ...STARTED RUNNING WITH A CREW OF revolutionary

Action:

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

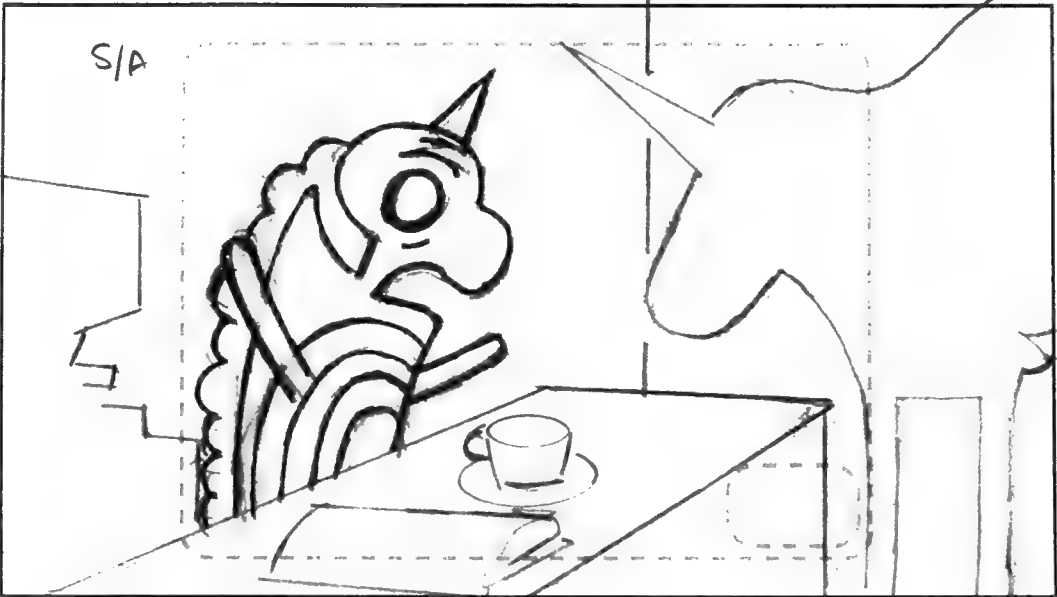


Sc. 192

Pnl. C

Bg.

day night

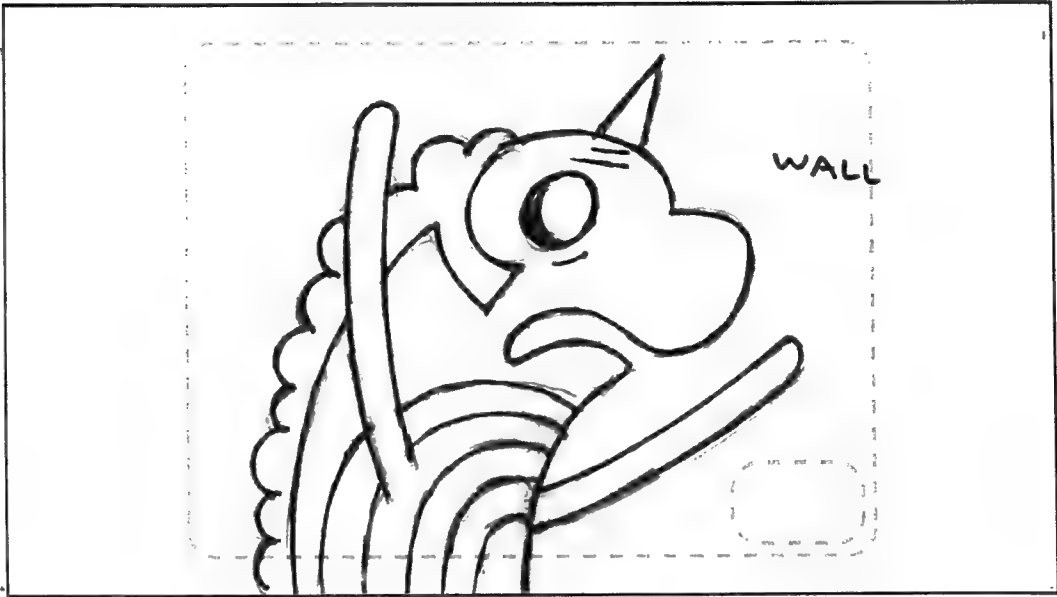


Sc. 193

Pnl. A

Bg.

day night

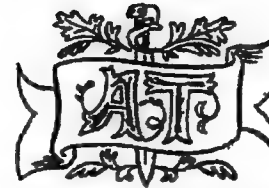


Dialog:	<u>Roy</u> : Dogs!	<u>Roy</u> : - DOGS !
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



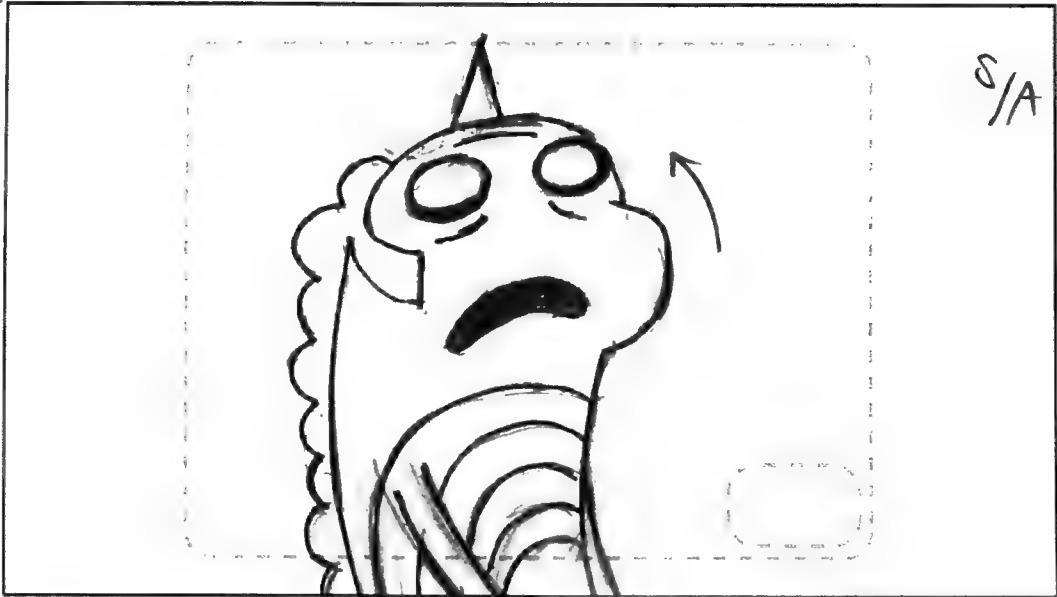
Page 382

Sc. 193

Pnl. B

Bg.

day night

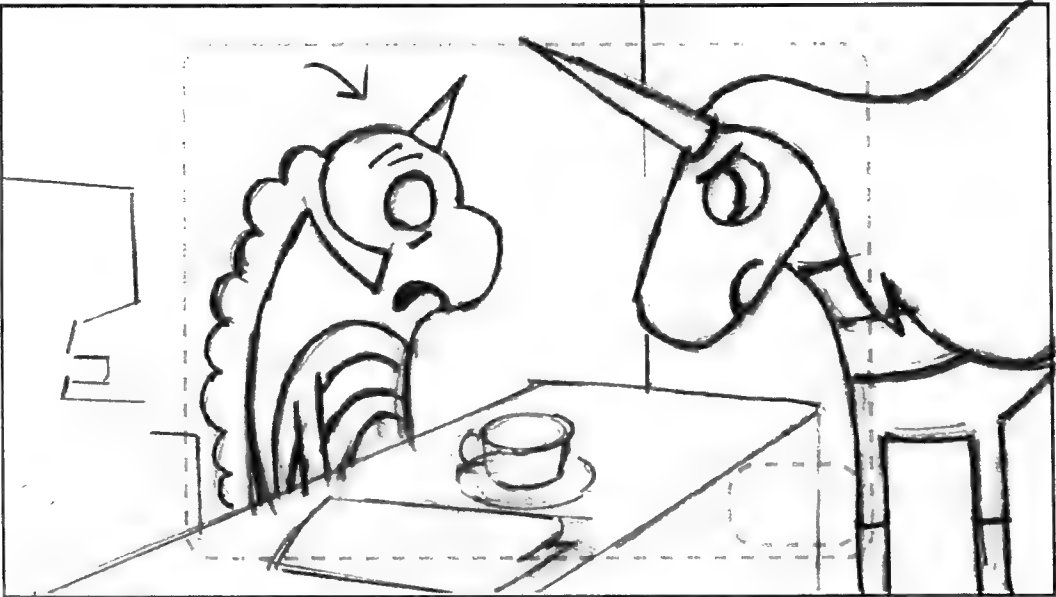


Sc. 194

Pnl. A

Bg.

day night

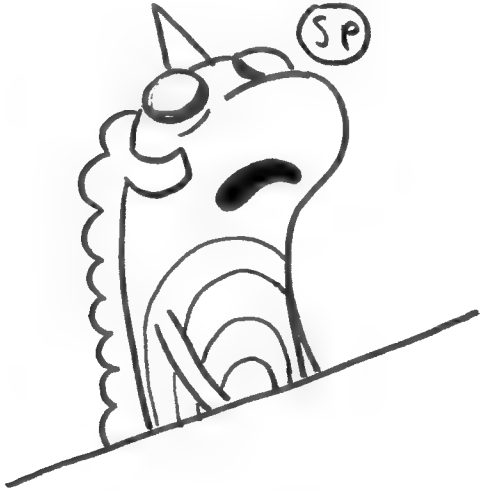


Dialog:

ROY: I know, right?!

Action:

Timing:



ROY: LEE hangs out at the old bootlegger mansion with those dogs

EPISODE # 1034-232

Production :

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ADVENTURE TIME

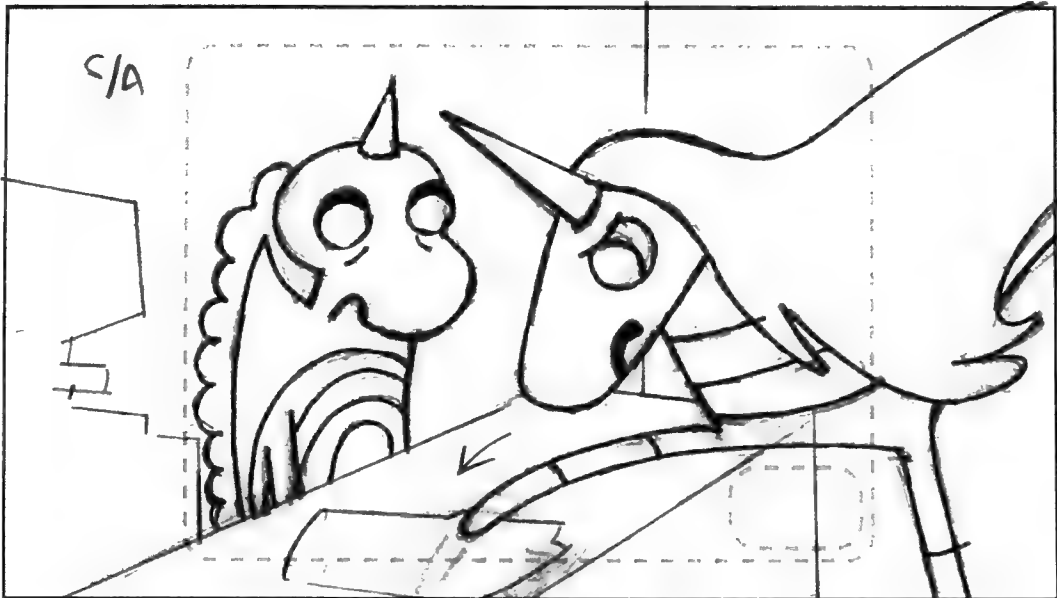


Sc. 194

Pnl. B

Bg.

day night

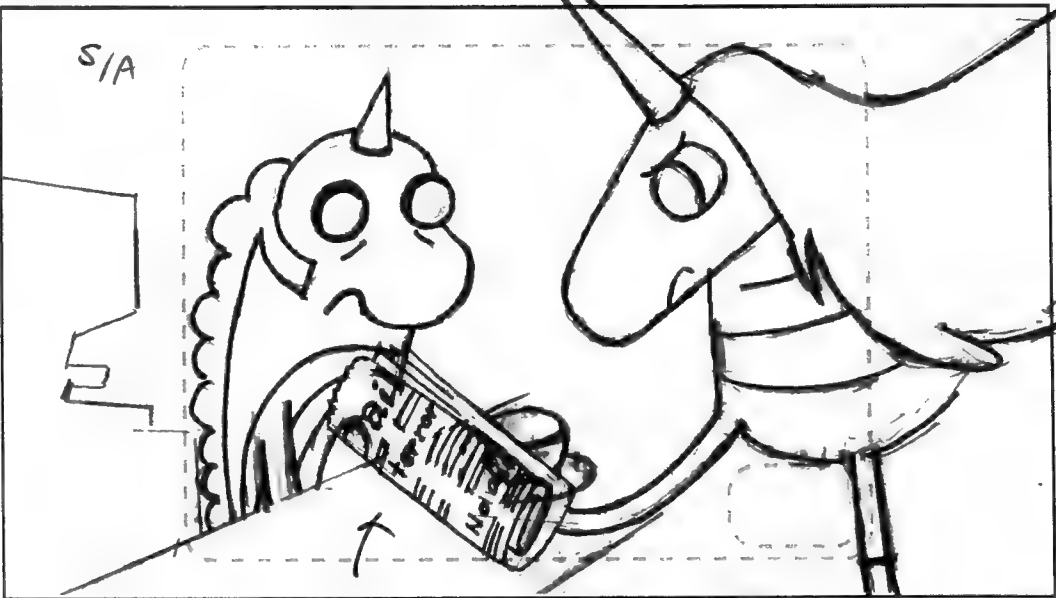


Sc. 194

Pnl. C

Bg.

day night



Dialog:

LR: I'm going to need this.

Action:

- LR GRABS NEWSPAPER

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

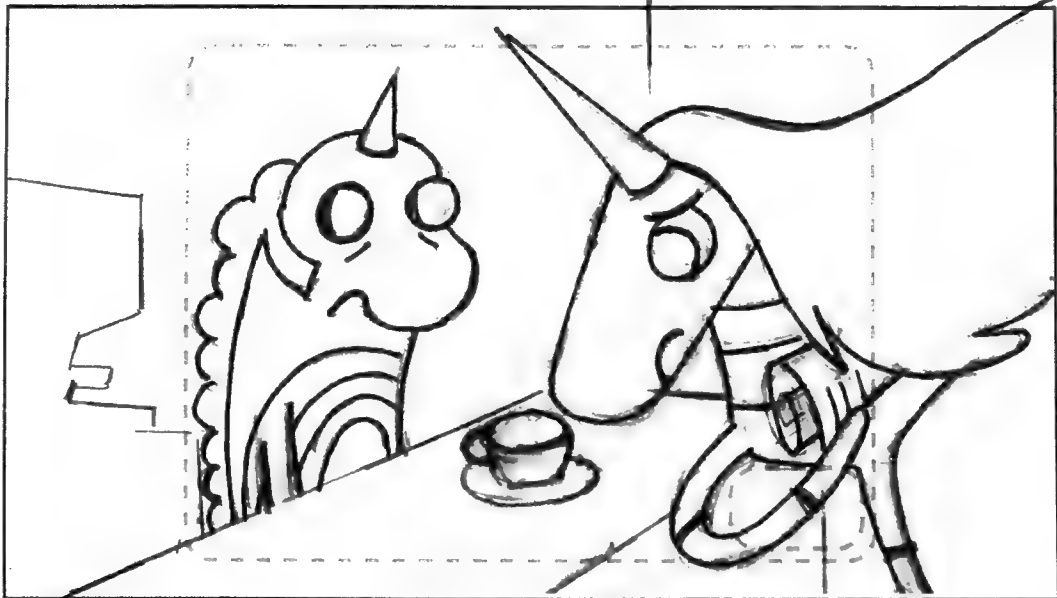


Sc. 194

Pnl. D

Bg.

day night

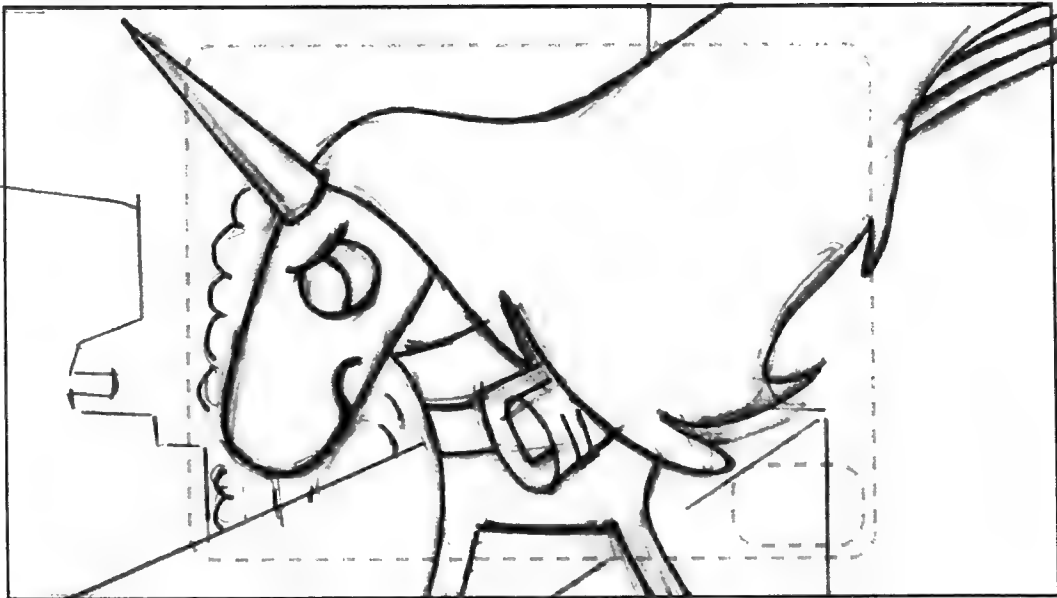


Sc. 194

Pnl. E

Bg.

day night



Dialog:
Action: LR walks out, determined.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



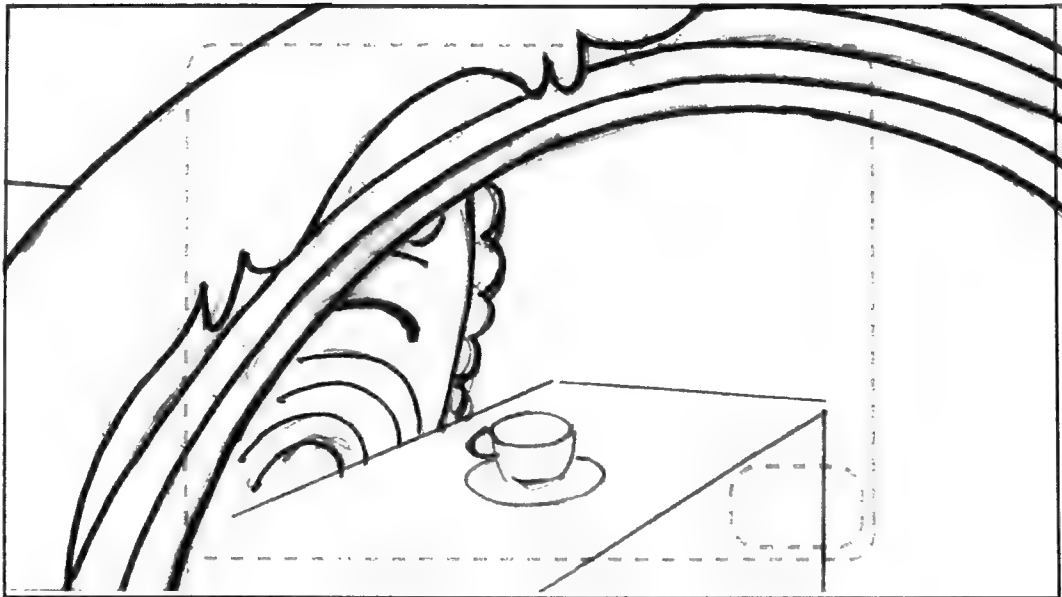
Page 385

Sc.194

Pnl. F

Bg.

day night

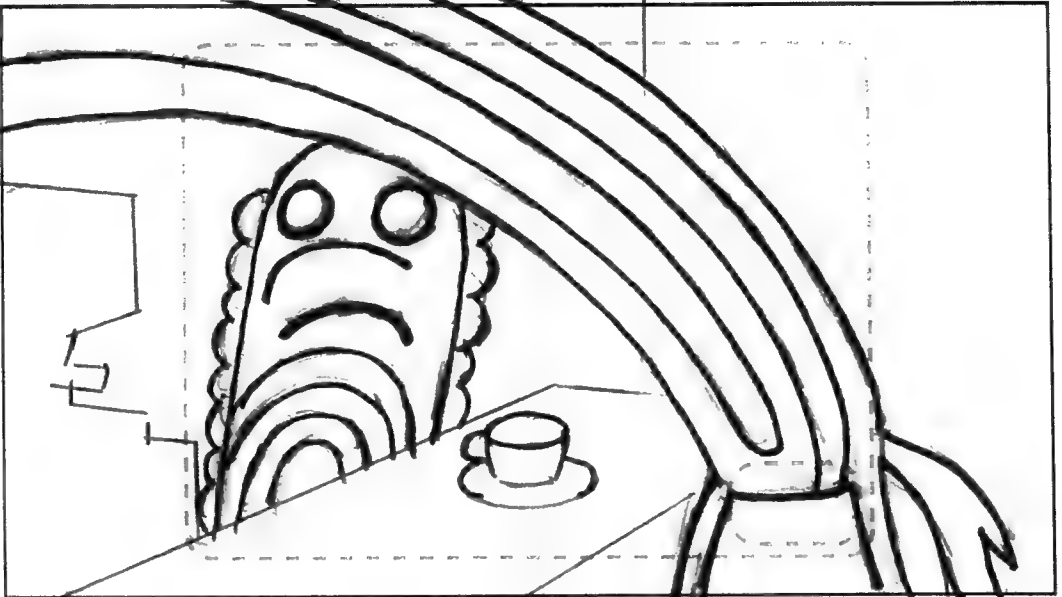


Sc. 194

Pnl. G

Bg.

day night



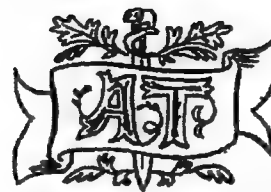
Dialog:
Action:
Timing:

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EPISODE # 1034-232

Production :

ADVENTURE TIME



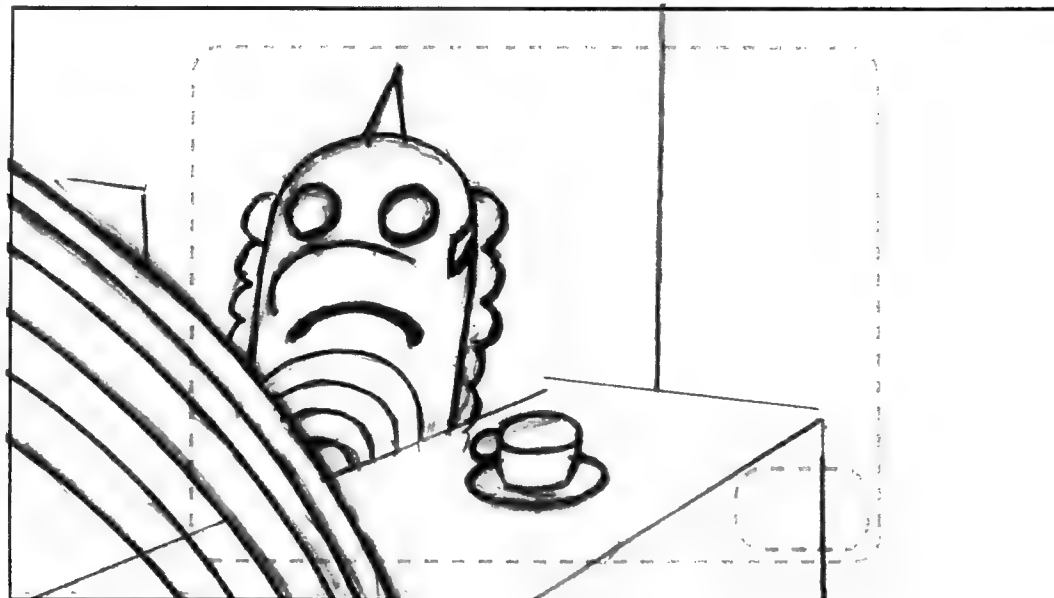
Page **386**

Sc. 194

Pnl. H

Bg.

day night

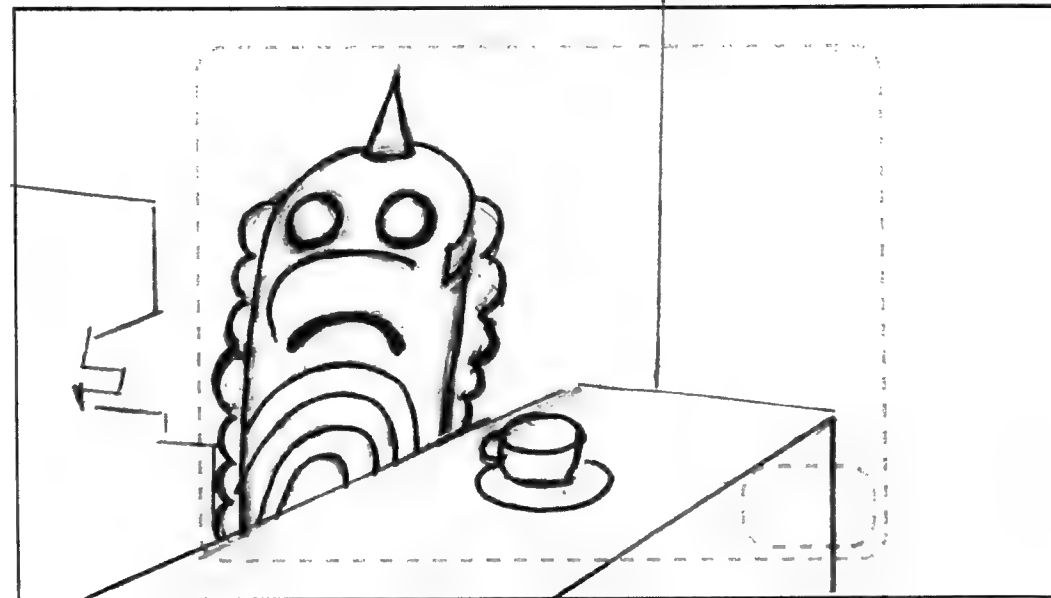


Sc. 194

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 194

Pnl. J

Bg.

day night

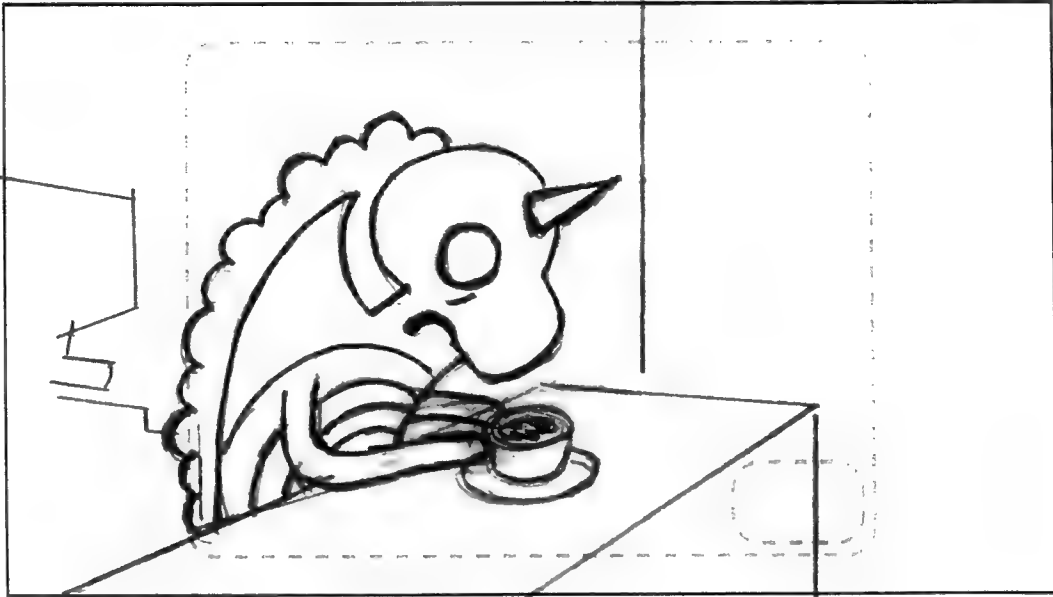


Sc. 194

Pnl. K

Bg.

day night



Dialog:	<p><u>Roy</u>: So much . . . anger . . .</p>
Action:	
Timing:	

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Production :

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ADVENTURE TIME



Sc. 195

Pnl. A

Bg.

day night

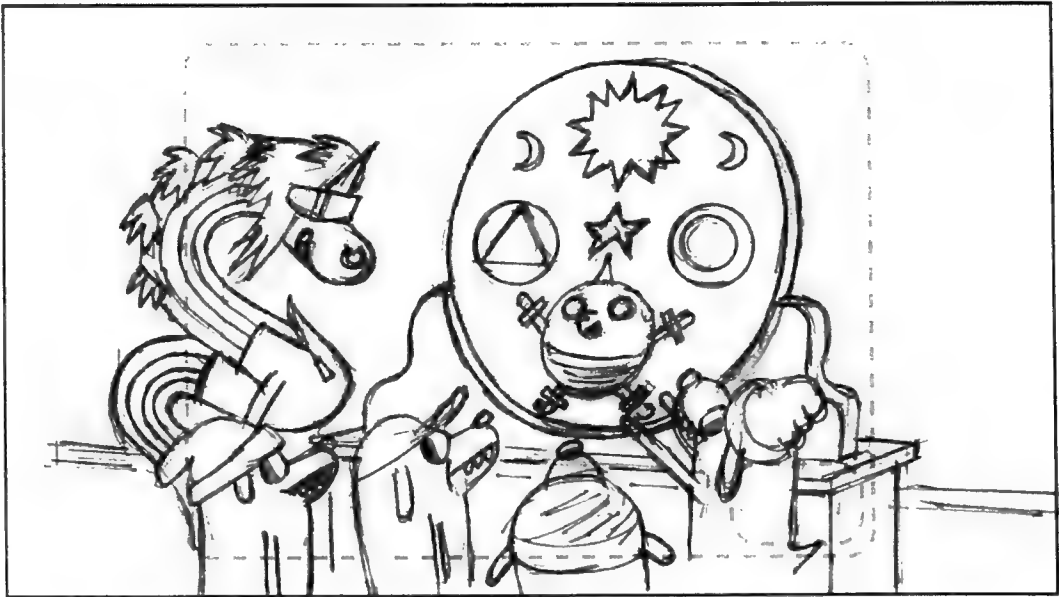


Sc. 196

Pnl. A

Bg.

day night



Dialog:

TV (O.S.): Hey Lee . . .

TV: . . . this is a cool game, being strapped to . . .

Action:

- Back to the ostentatious mansion.
(Re-used BG, a bit closer field.)

- TV has been strapped to the wheel, and a dog is fastening the last strap into place.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



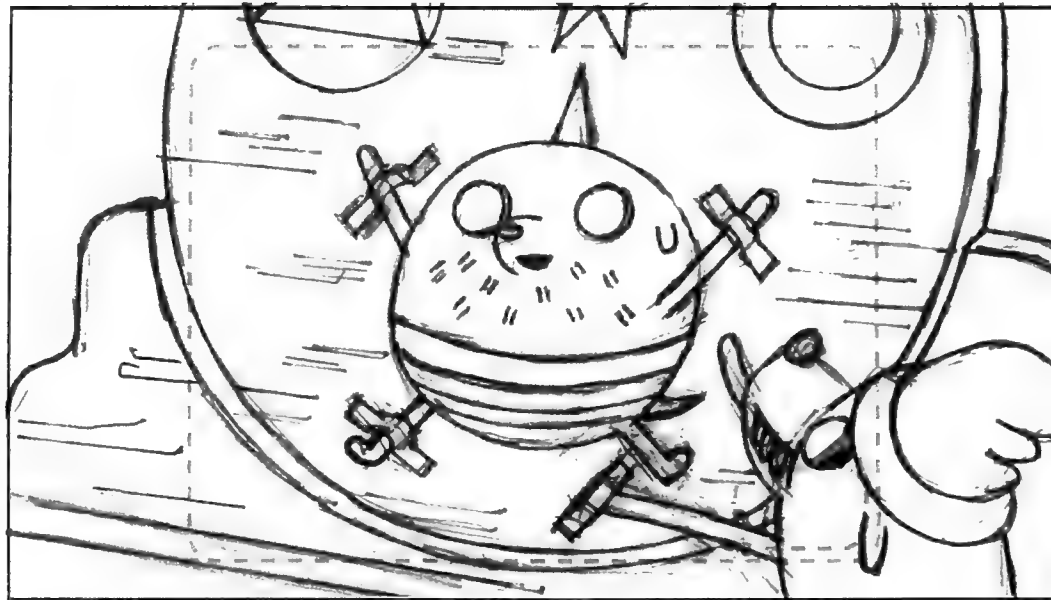
Page 389

Sc. 197

Pnl. A

Bg.

day night

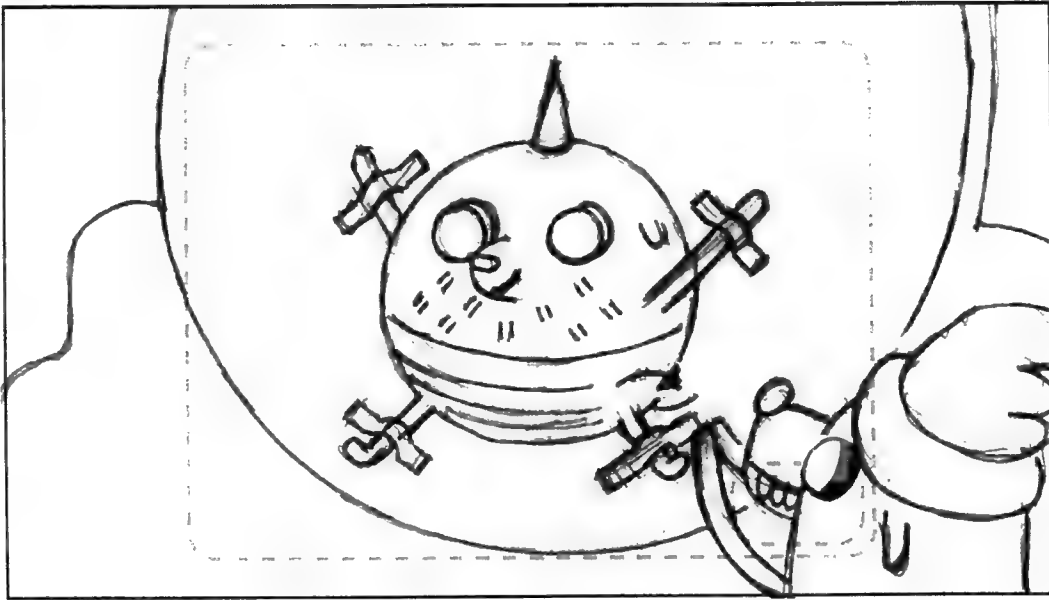


Sc. 197

Pnl. B

Bg.

day night



Dialog:

TV: . . . this wheel. Heh heh . . .

SFX: Clomp. [the fastener on his ankle]

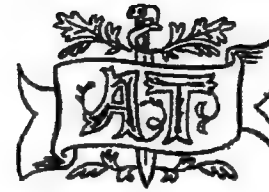
Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



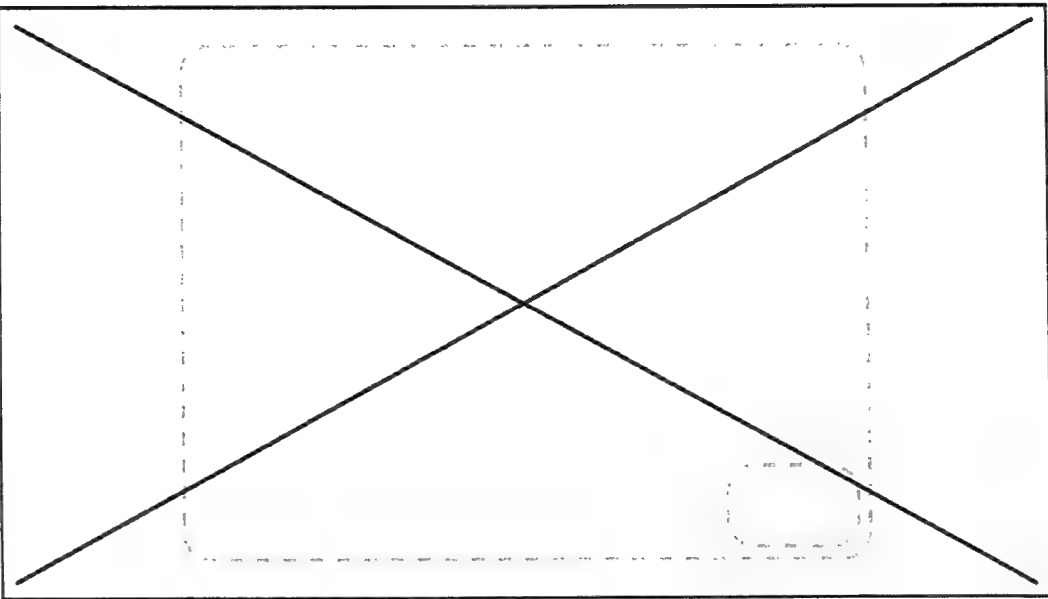
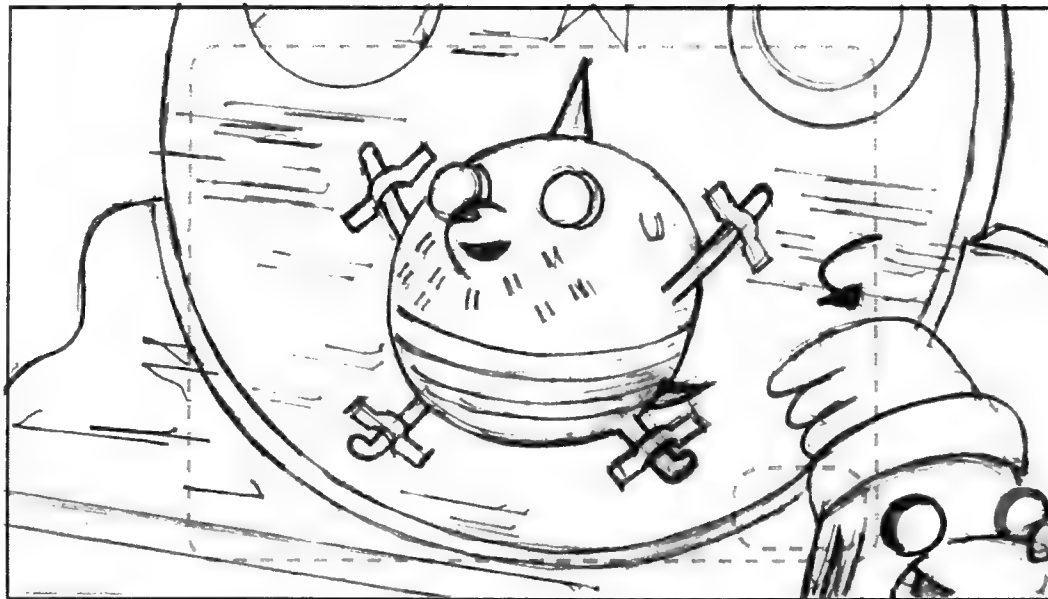
Page **390**

Sc. 197

Pnl. C

Bg.

day night



Dialog: TV (singing): I've got a new best friend . . . ♪

Action: - TV looks toward Lee.
- DOG TURNS AWAY.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 391

Sc. 197

Pnl. D

Bg.

day night

STOP

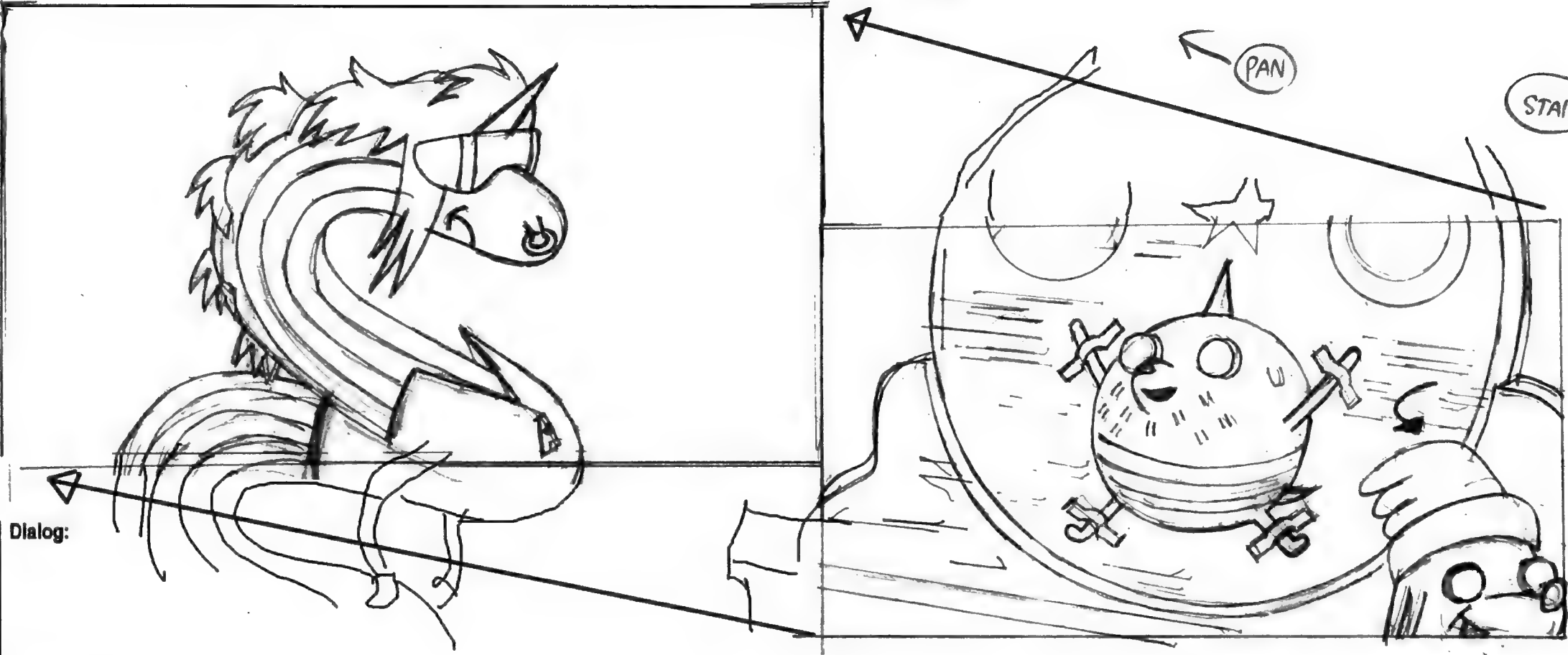
PAN

START

EPISODE # 1034-232

Production :

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Dialog:

Action:

Pan over to Lee.

Timing:

ADVENTURE TIME



Sc. 197

Pnl. E

Bg.

day night

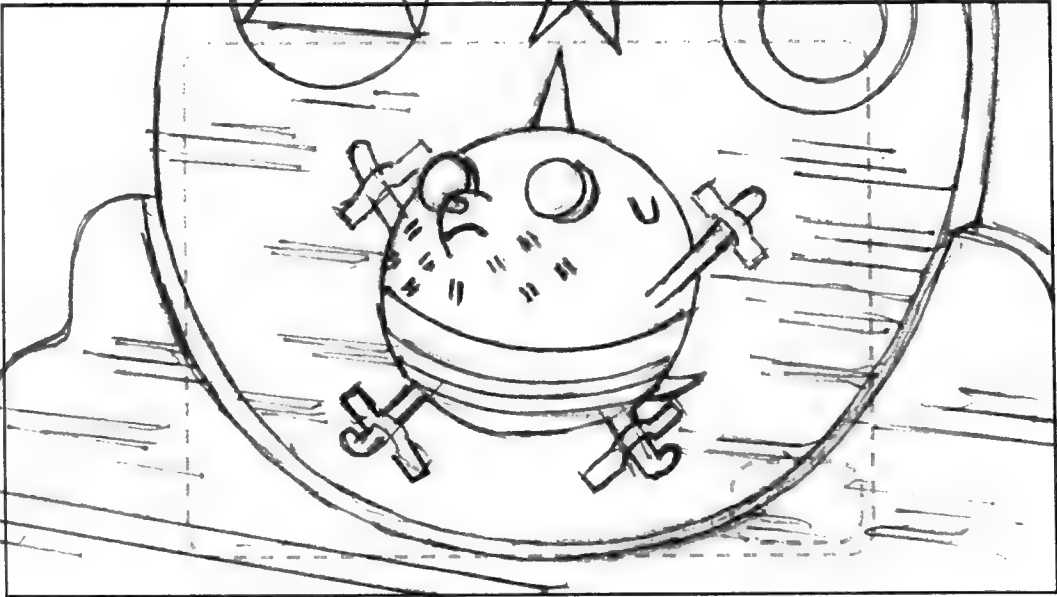


Sc. 198

Pnl. A

Bg.

day night



Dialog:	
. . .	
Action:	Lee says nothing.
	Back to TV. Disappointed because he is not getting a good vibe from Lee.
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. 198

Pnl. B

Bg.

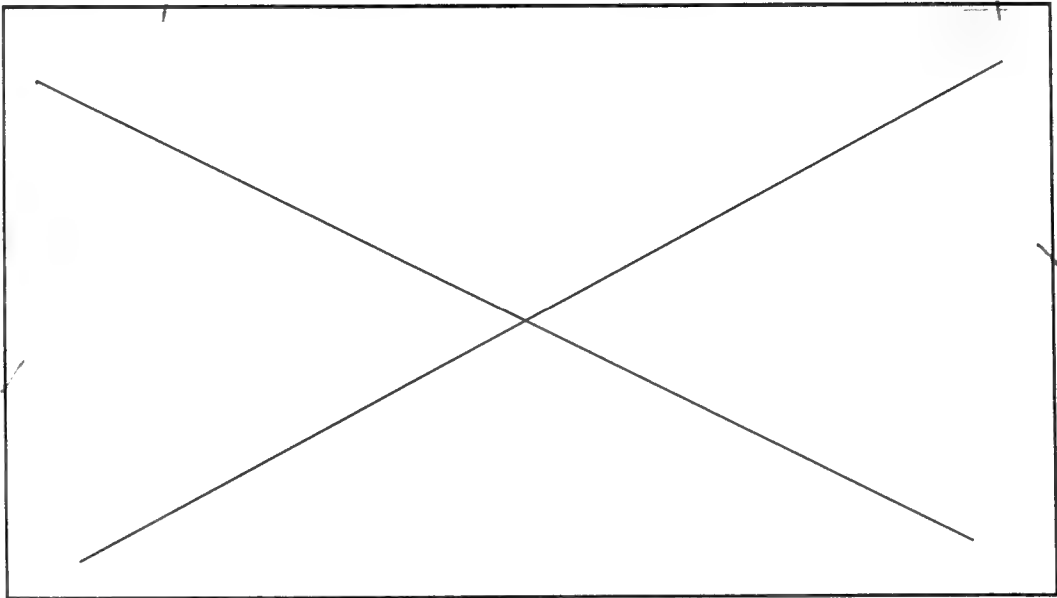
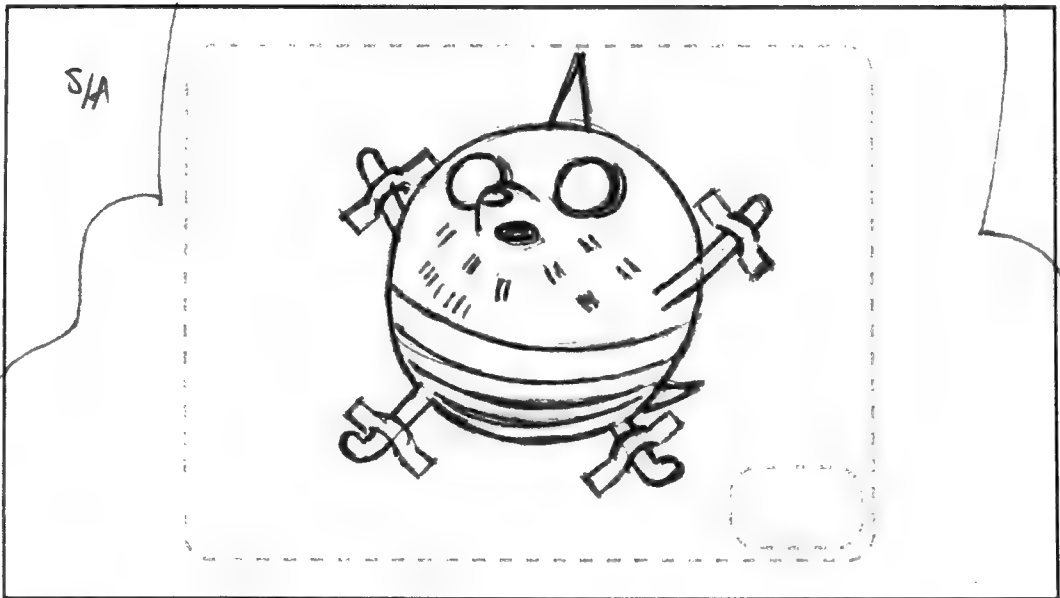
day night

Sc.

Pnl.

Bg.

day night



Dialog:	<u>TV:</u> named Lee
Action:	
Timing:	

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EPISODE # 1034-232

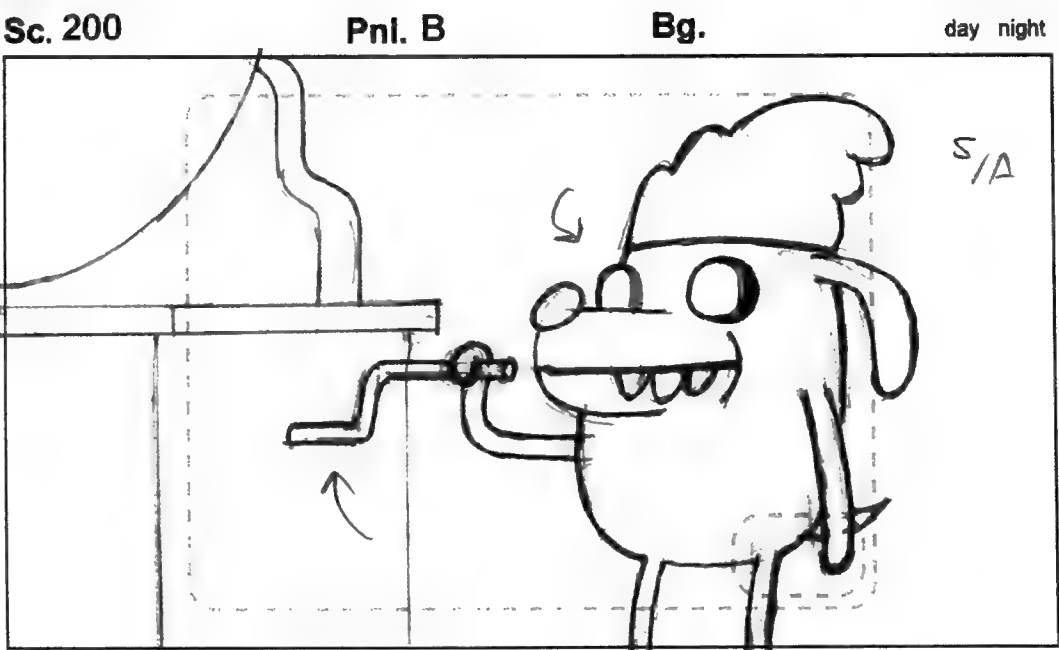
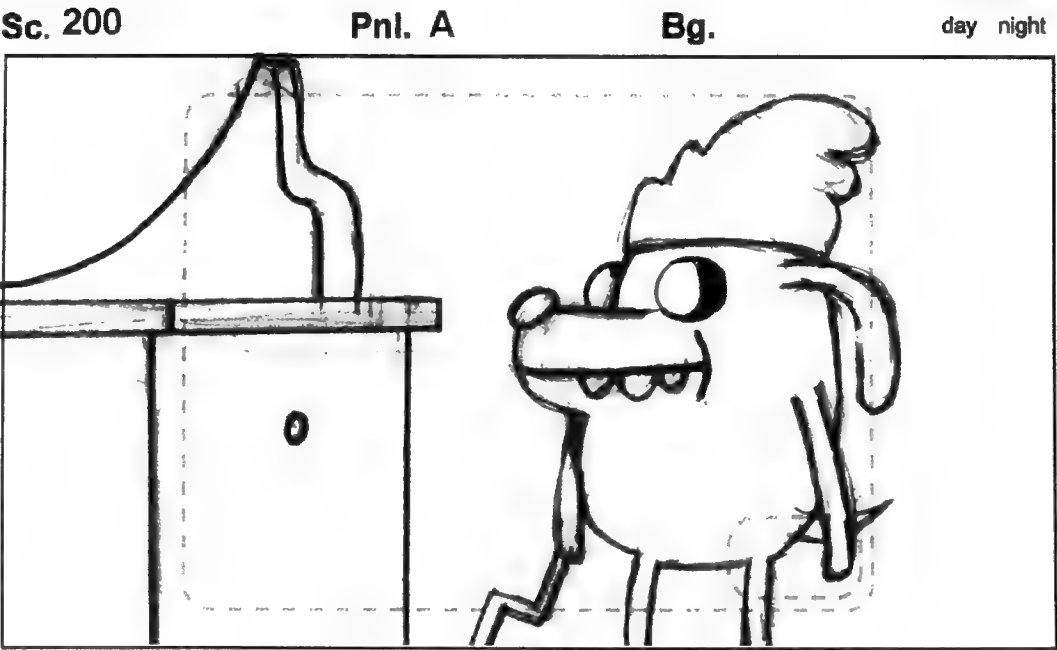
Production :

ADVENTURE TIME



Page 397

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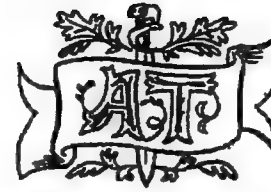


Dialog:		
Action:	On a dog, who has seen Lee giving him the signal.	The dog puts a crank into a crank hole in the side of the altar thing.
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



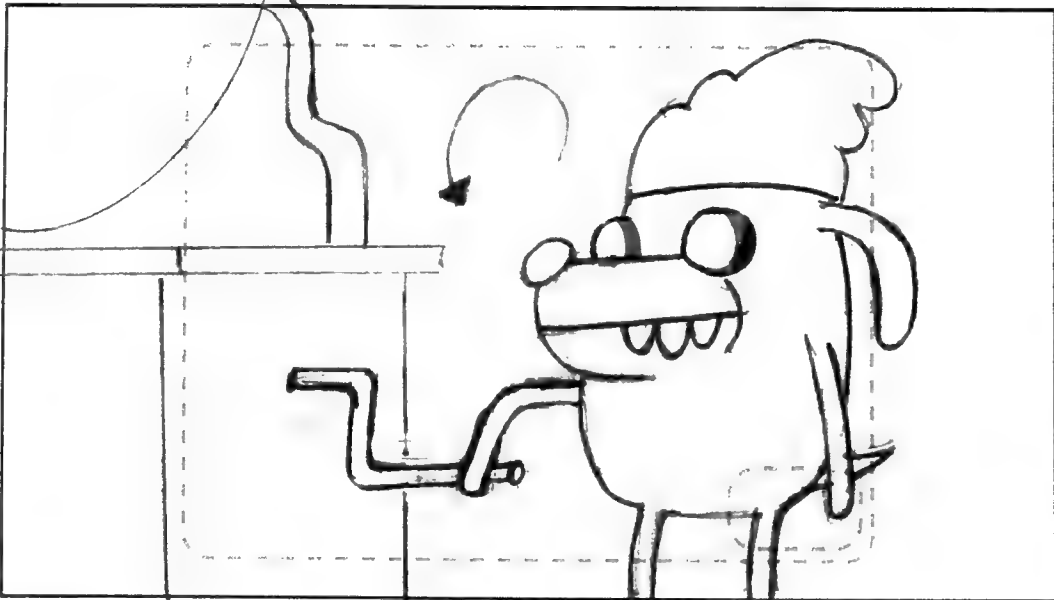
Page 398

Sc. 200

Pnl. C

Bg.

day night

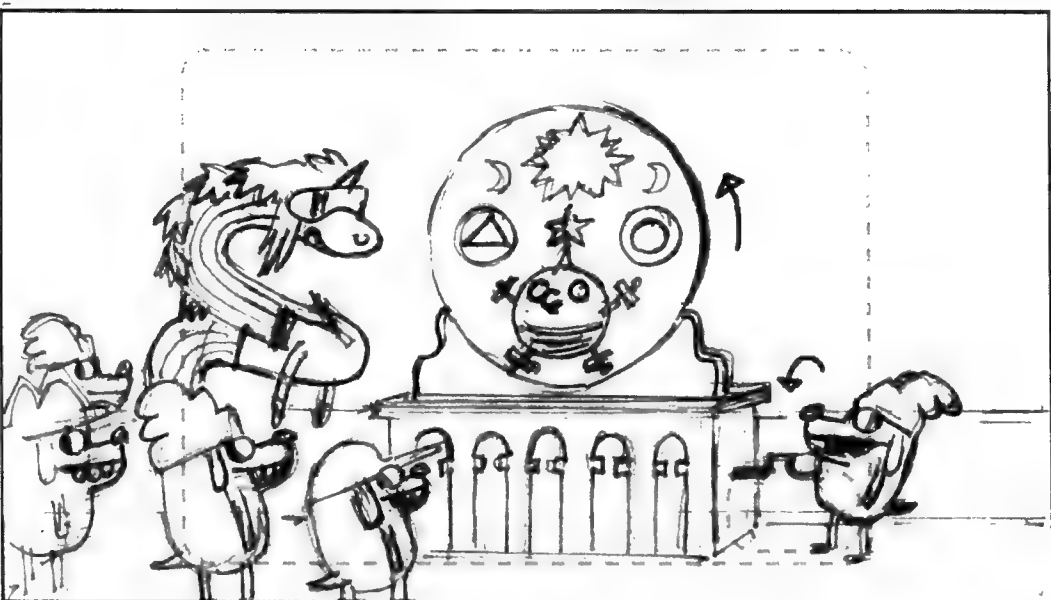


Sc. 201

Pnl. A

Bg.

day night



Dialog:

SFX: * RRRRR *

Action:

The dog starts turning the crank in the side of the altar.

Wider shot. The dog is turning the crank and the wheel is starting to turn.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



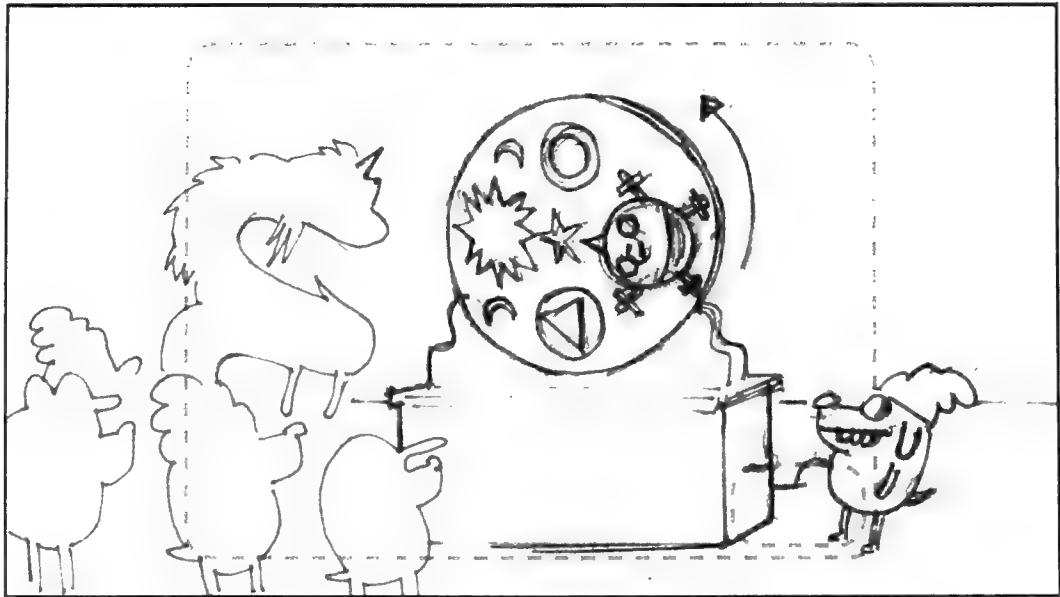
Page 399

Sc. 201

Pnl. B

Bg.

day night

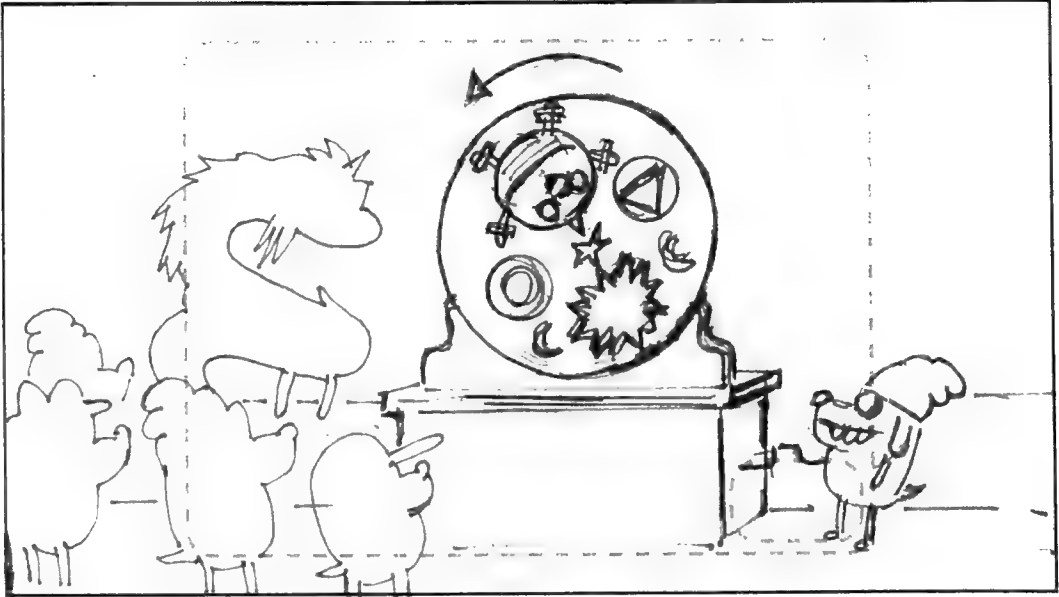


Sc. 201

Pnl. C

Bg.

day night



Dialog:

TV: UHH... DON'T LIKE THIS , NOPE ,

Action:

The wheel turns around and starts to turn faster and faster.

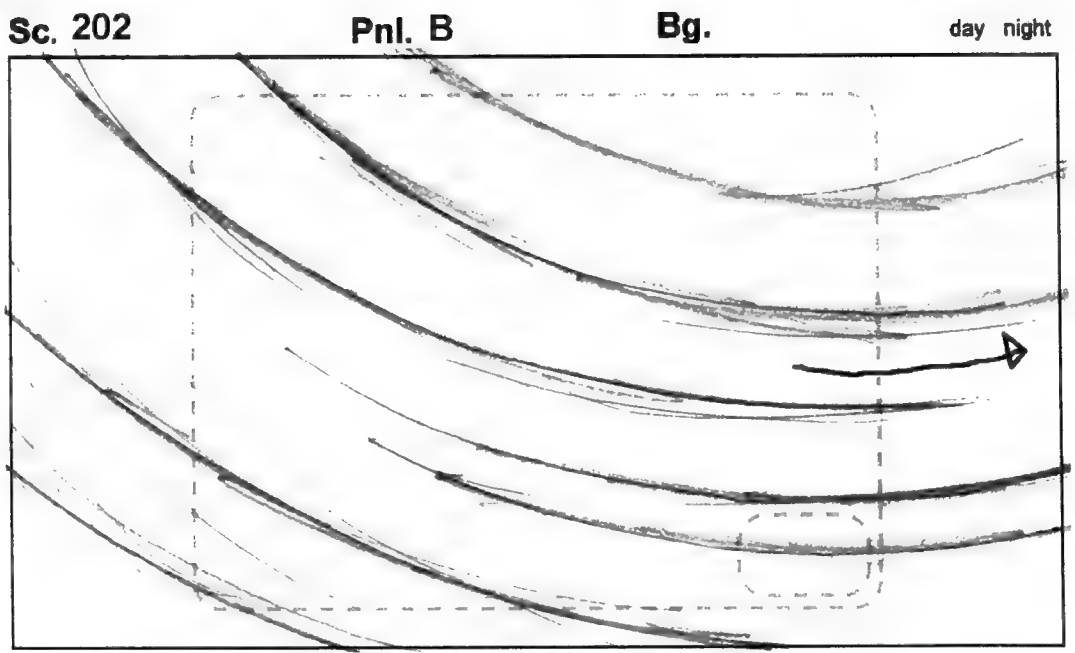
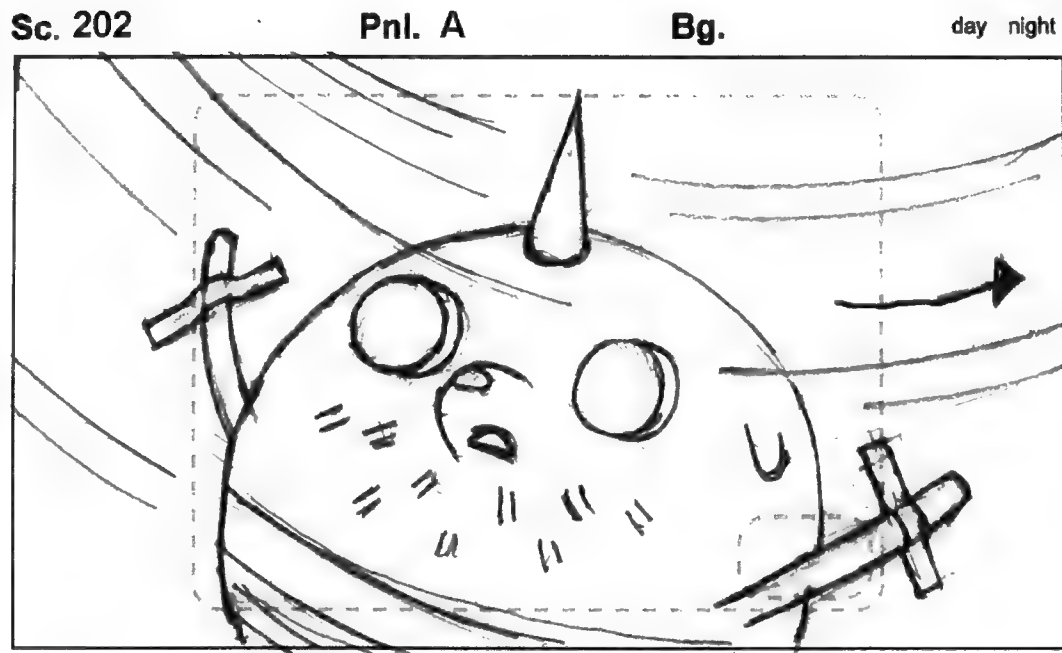
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<u>TV:</u> Noooo . . . Lee!	<u>TV:</u> Why are you . . .
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 401

Sc. 202

Pnl. C

Bg.

day night

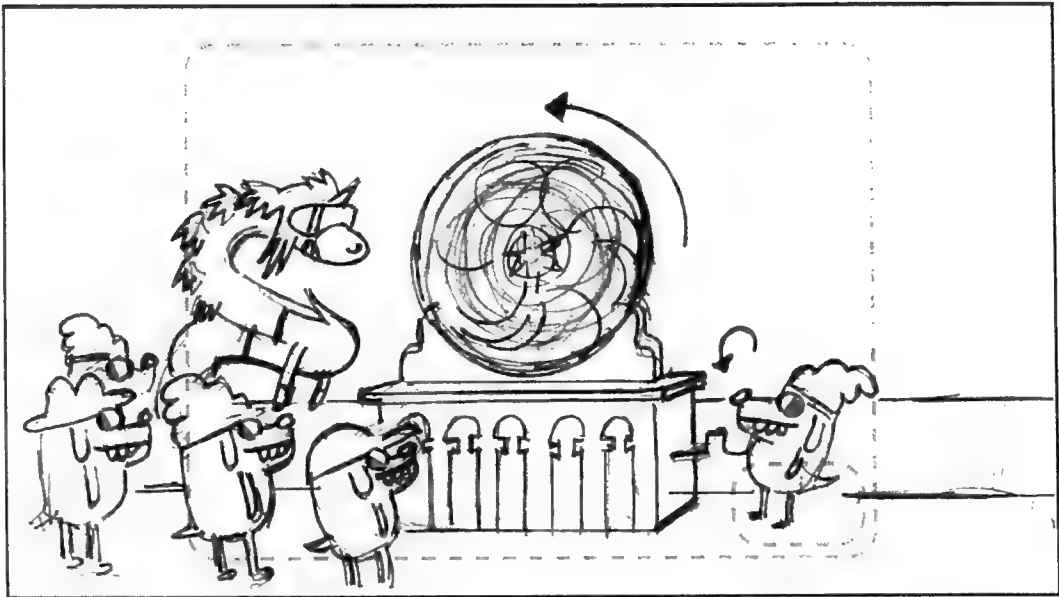


Sc. 203

Pnl. A

Bg.

day night



Dialog:

TV: . . . doing this? . . .

Sfx:
* RRRR *

LCE: FASTER . . .

Action:

The wheel is spinning really fast.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



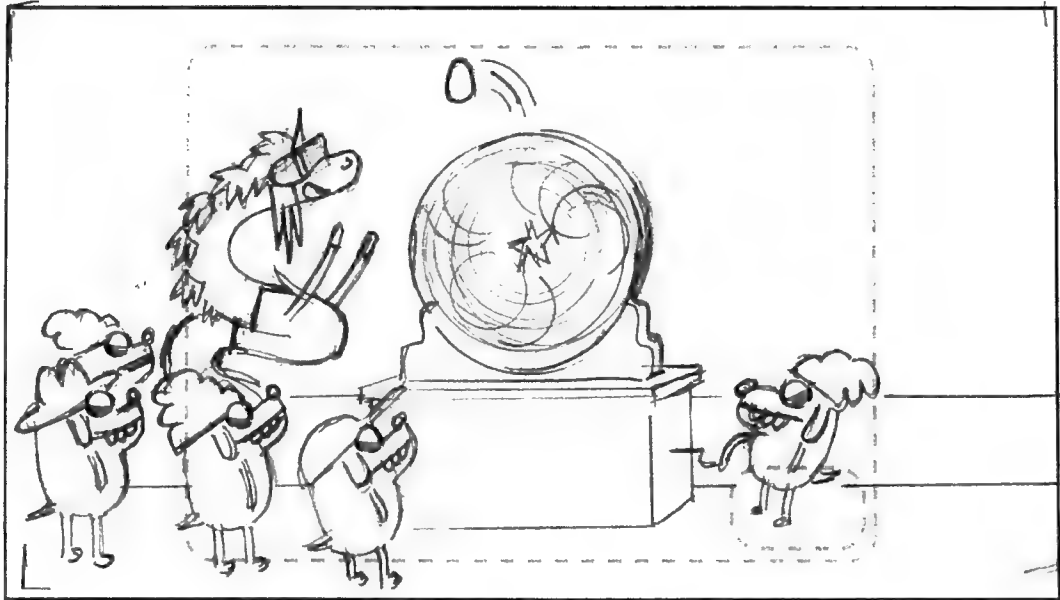
Page 402

Sc. 203

Pnl. B

Bg.

day night



Sc. 203

Pnl. C

Bg.

day night



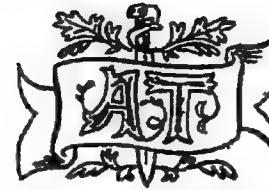
Dialog:	<u>SFX:</u> Poop!	
Action:	- CRYSTAL OBJECT pops out of TV.	Lee catches the egg.
Timing:		

EPISODE # 1034-232

Production :

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ADVENTURE TIME



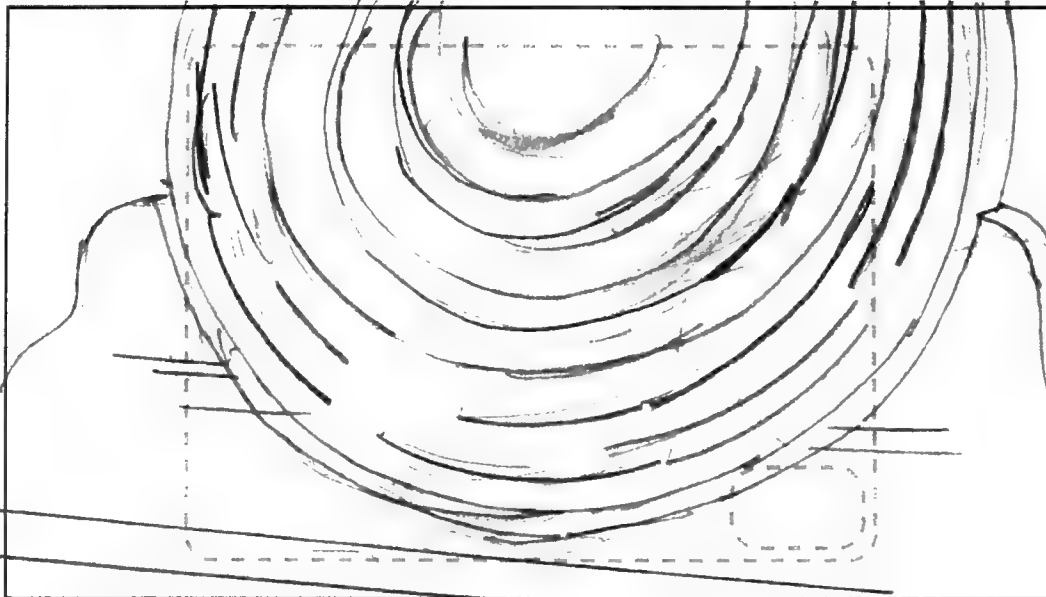
Page 403

Sc. 204

Pnl. A

Bg.

day night

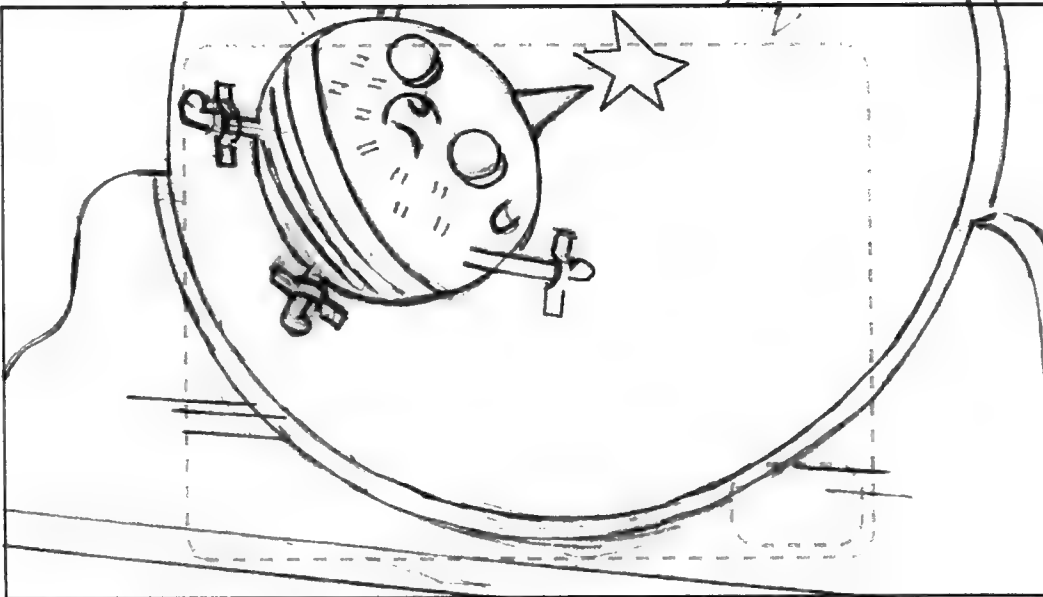


Sc. 204

Pnl. B

Bg.

day night



Dialog:

Action:

Close on the wheel spinning fast.

The wheel stops spinning fast.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



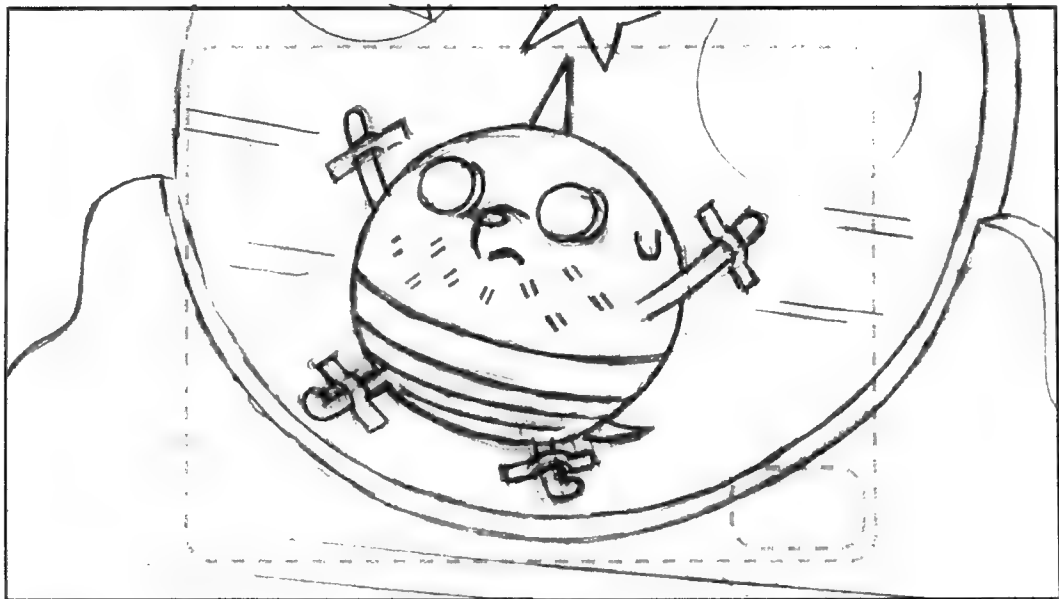
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Sc. 204

Pnl. C

Bg.

day night

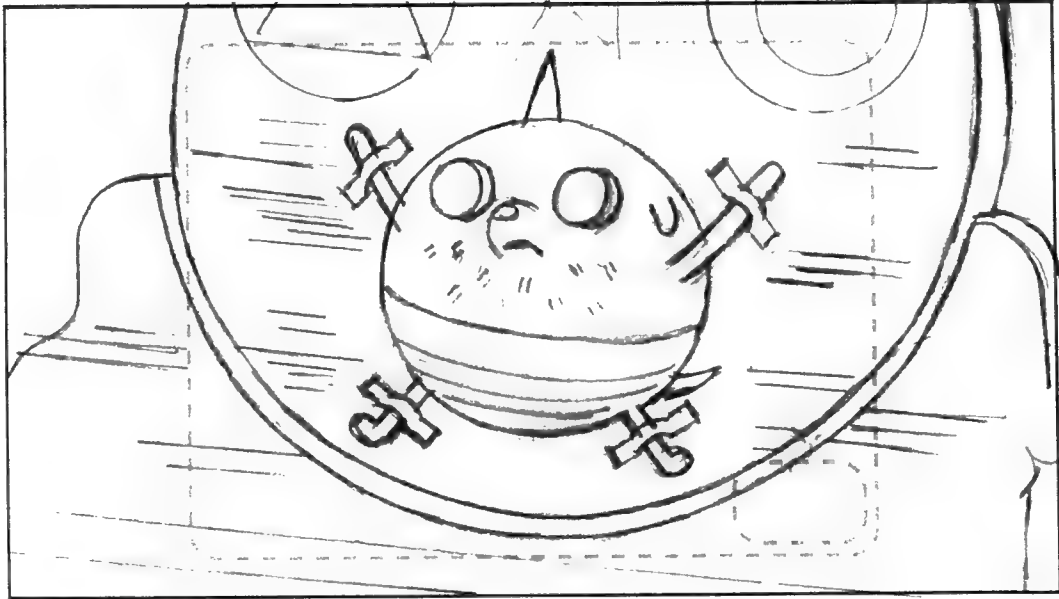


Sc. 204

Pnl. D

Bg.

day night



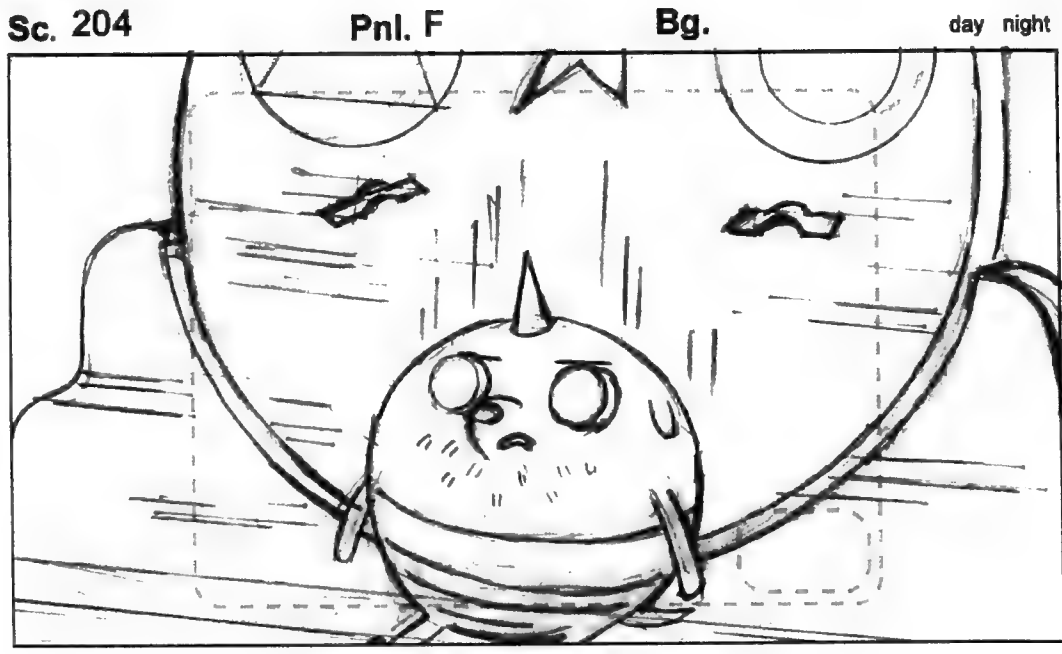
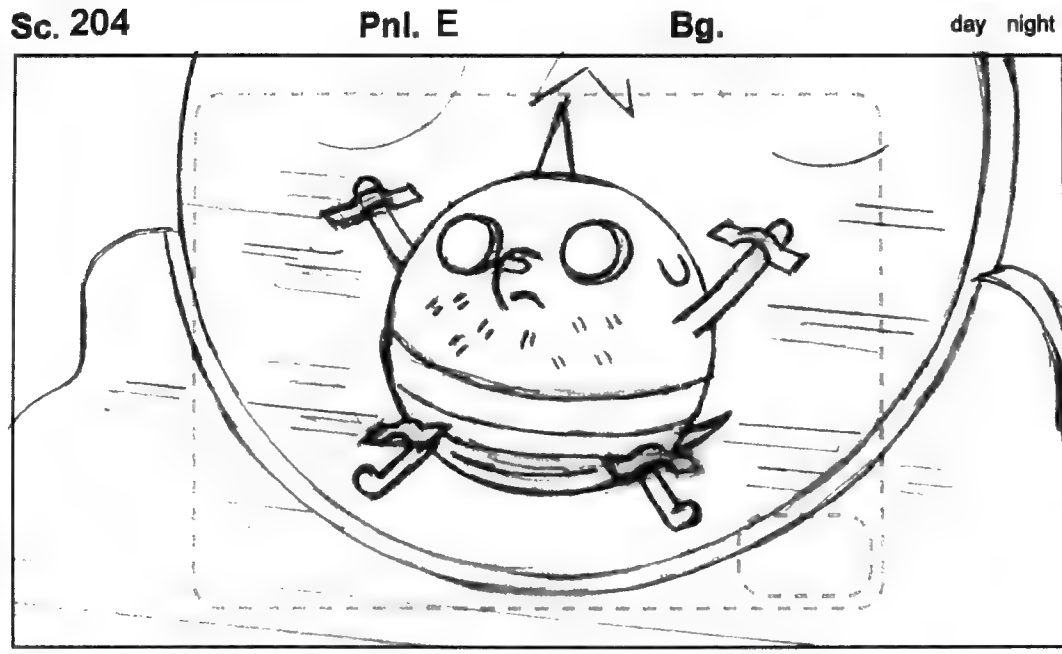
Dialog:	
Action:	The wheel settles to a stop.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Dialog:	<u>SFX:</u> Clak-clak-clak-clak. [the fasteners un-fastening]	
Action:	The fasteners un-fasten (like, automatically) when the wheel has stopped spinning.	TV drops off of the wheel, so he is now sitting on the altar thing.
Timing:		

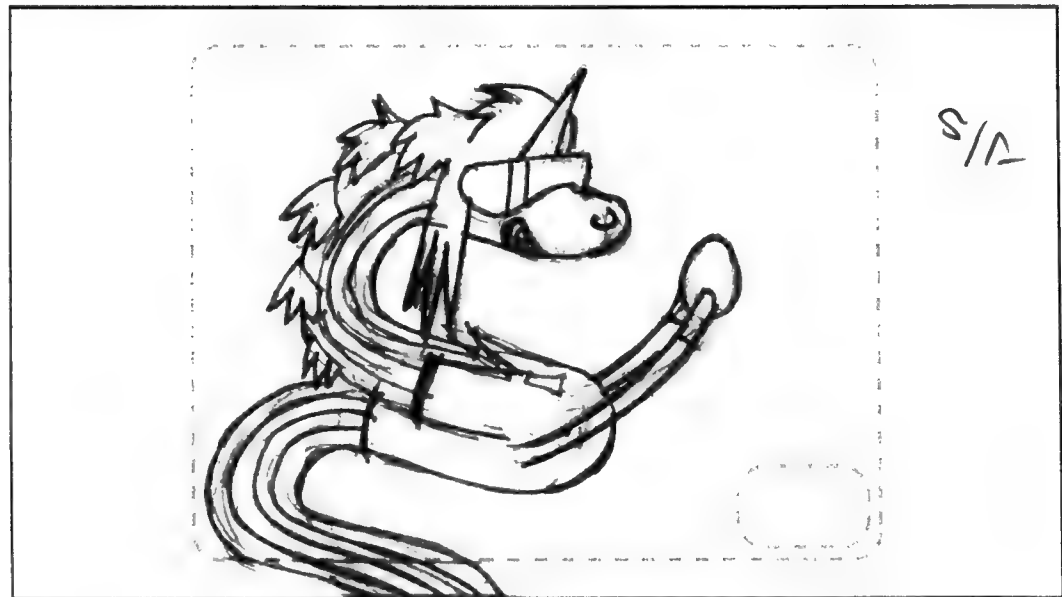
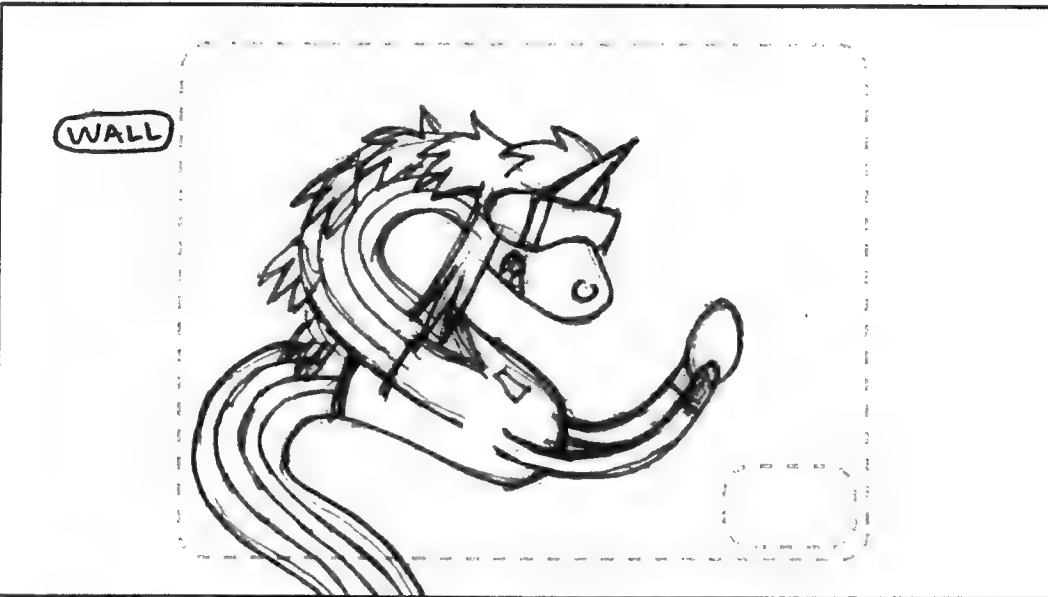
EPISODE # 1034-232
Production :

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ADVENTURE TIME



Sc. 205 Pnl. A Bg. day night Sc. 205 Pnl. B Bg. day night

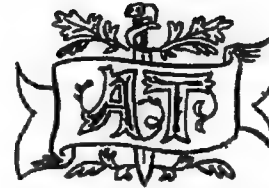


Dialog:	<u>Lee:</u> Ha ha ha ha ha! The Crystal <i>MERGENCE</i> of Destruction . . .	<u>Lee:</u> Whoo!
Action:		
Timing:		

EPISODE # 1034-232

Production :

ADVENTURE TIME



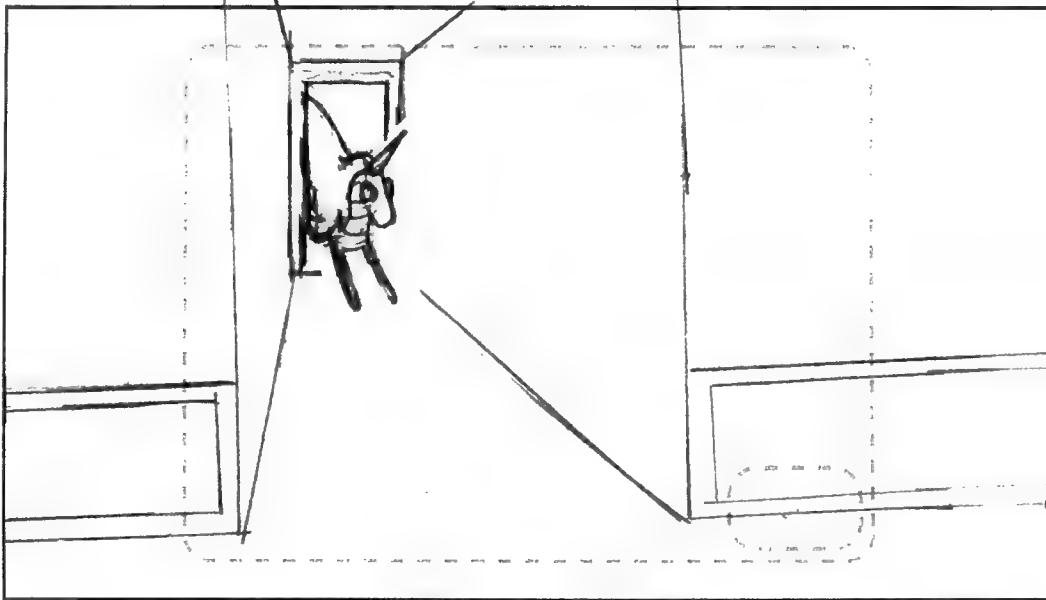
Page 407

Sc. 206

Pnl. A

Bg.

day night

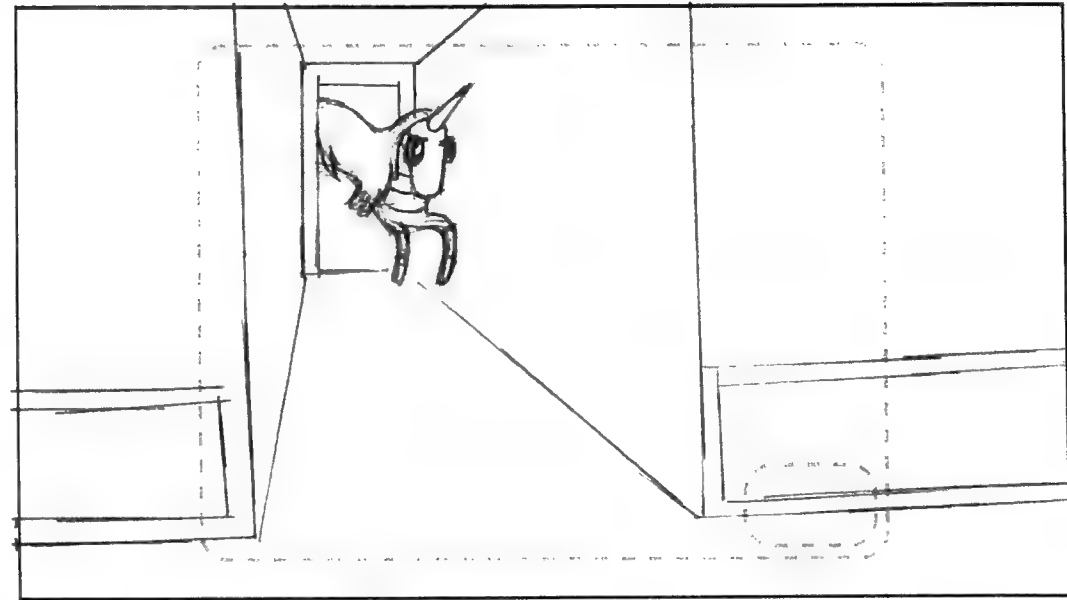


Sc. 206

Pnl. B

Bg.

day night



Dialog:

SFX: * GALLOPING *

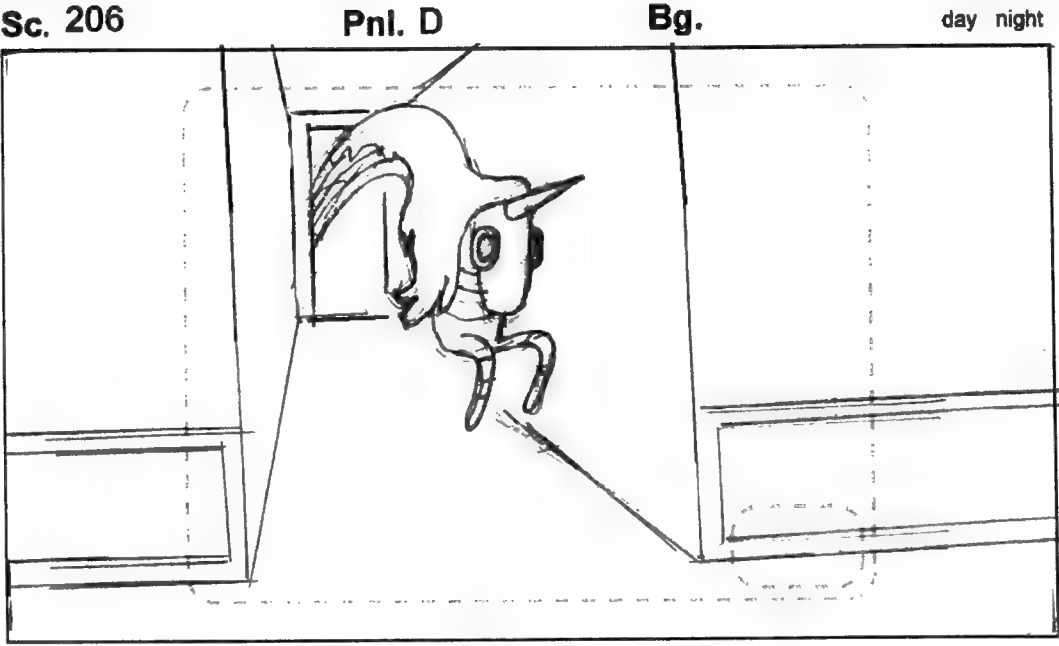
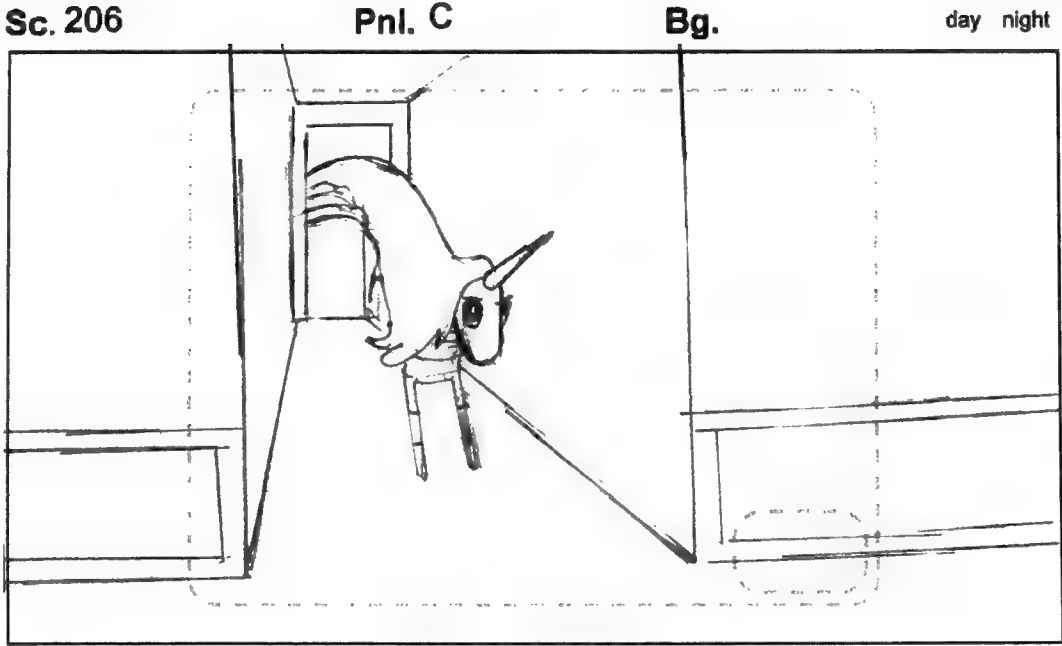
Action:

Cut to LP running into the room, from the hallway.

Timing:

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ADVENTURE TIME

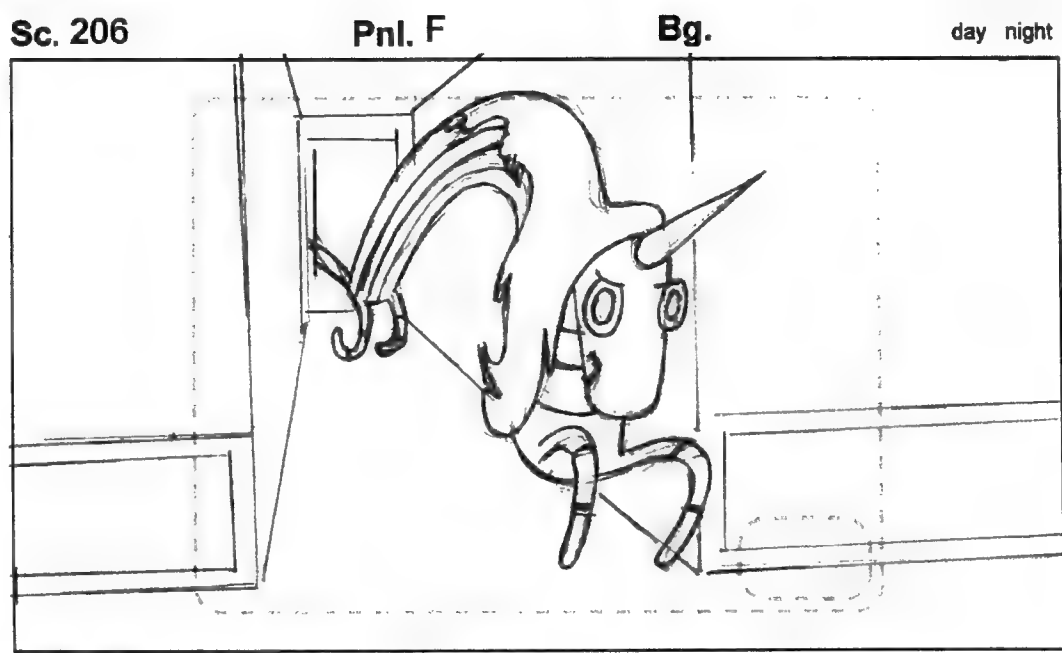
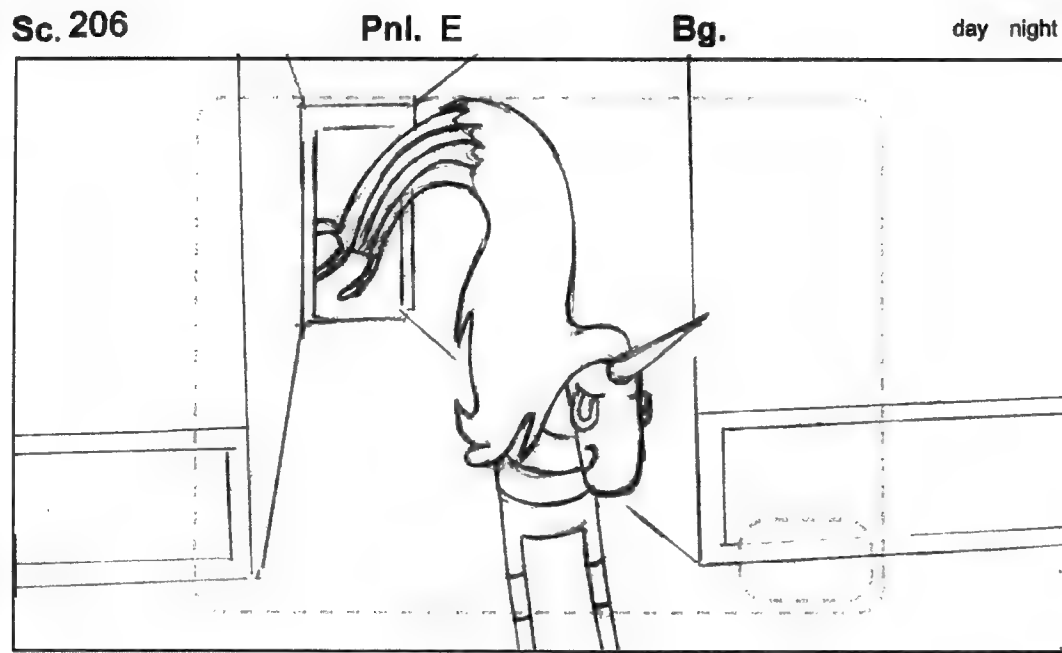


Dialog:
Action:
Timing:

EPISODE # 1034-232
Production :

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ADVENTURE TIME



Dialog:	<p><u>LR:</u> LEE!</p>
Action:	
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 410

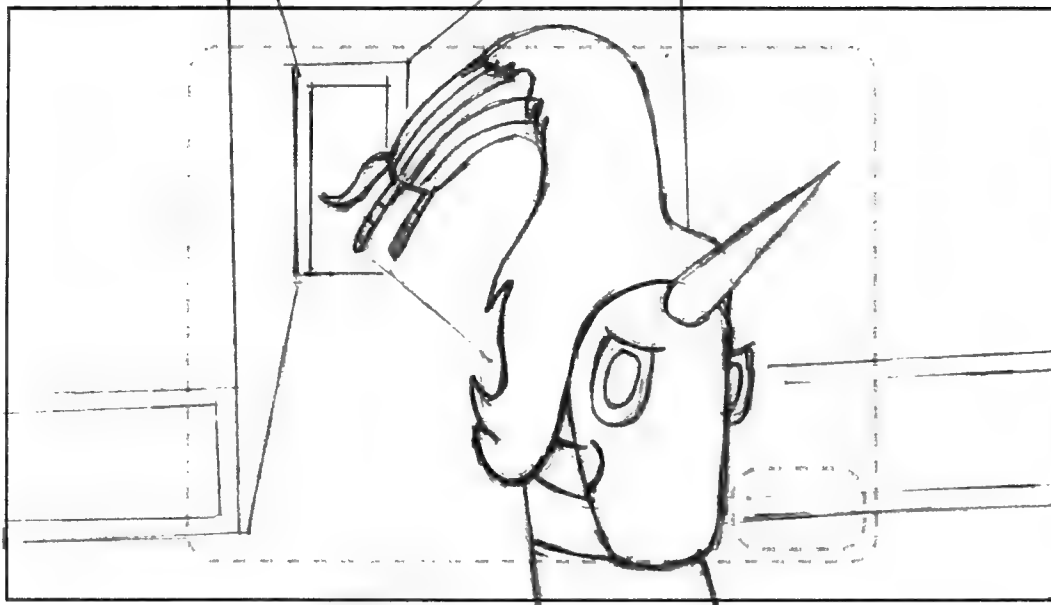
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Sc. 206

Pnl. G

Bg.

day night

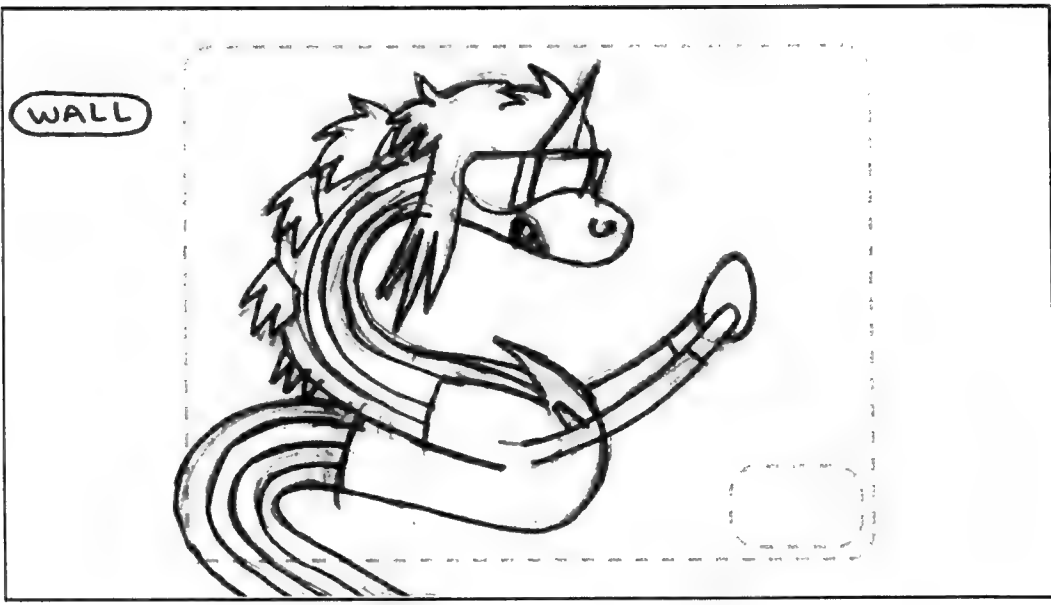


Sc. 207

Pnl. A

Bg.

day night



Dialog:

Action:

On Lee.

Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



Sc. 207	Pnl. B	Bg.	day night	Sc. 208	Pnl. A	Bg.	day night

Dialog:	<u>Lee</u> : Lady!	
Action:	Lee turns and sees LR.	Close on TV, who sees LR.
Timing:		

EPISODE # 1034-232
Production :

ADVENTURE TIME



Sc. 208

Pnl. B

Bg.

day night

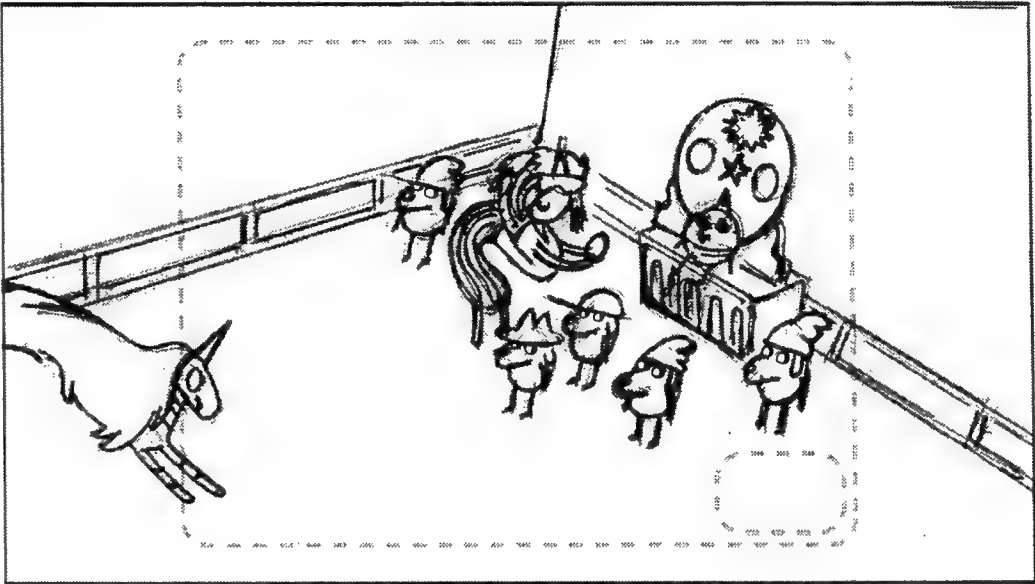


Sc. 209

Pnl. A

Bg.

day night



Dialog:

TV: Mommy!

Lee: Hey! Great to see you, BARY.

Action:

LR runs over to Lee and the dogs and YV.

Timing:

ADVENTURE TIME

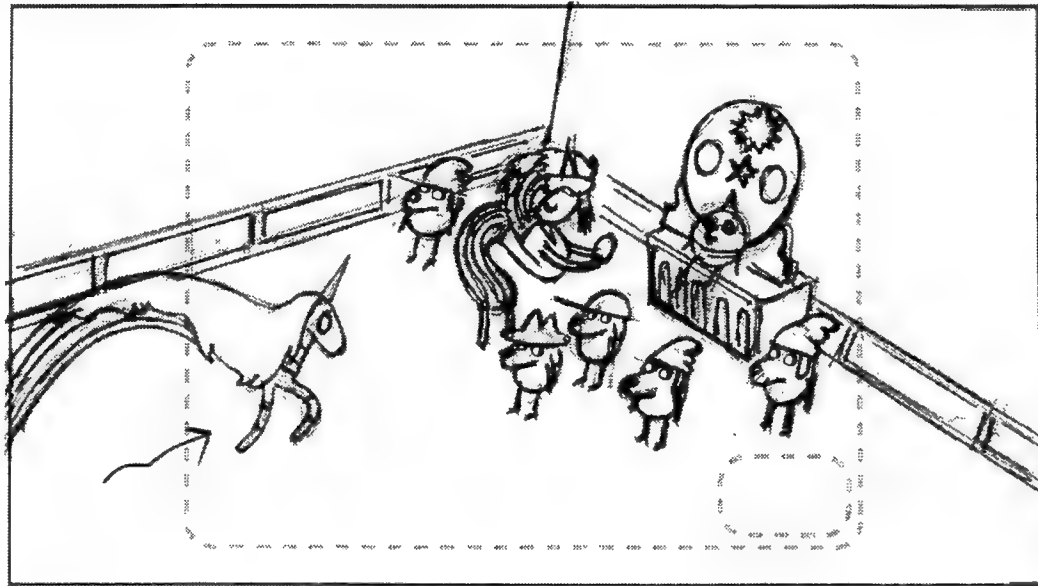


Sc. 209

Pnl. B

Bg.

day night

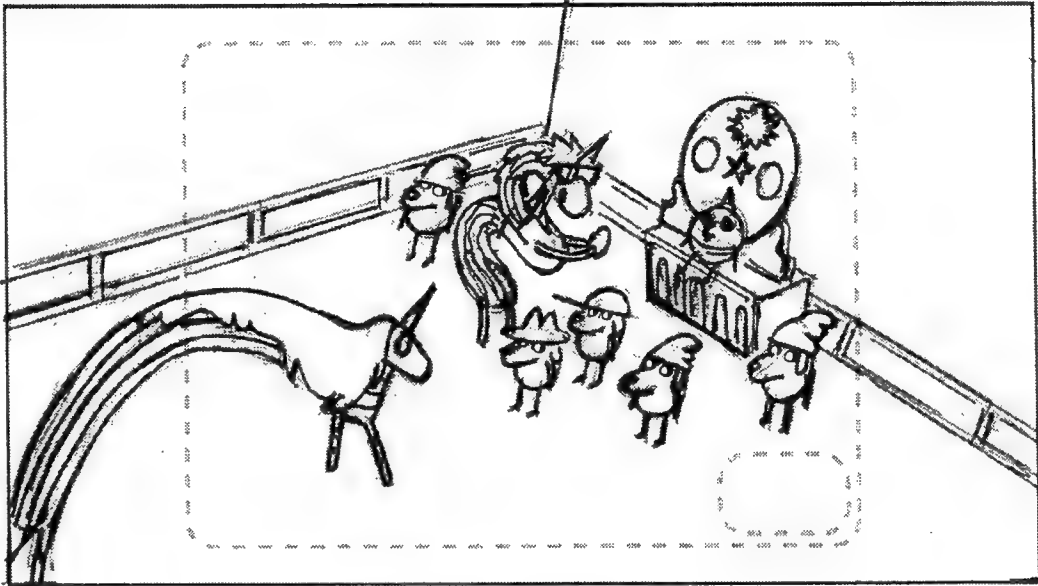


Sc. 209

Pnl. C

Bg.

day night



Dialog:

Lee: Get her, boys!

Action:

Timing:

ADVENTURE TIME

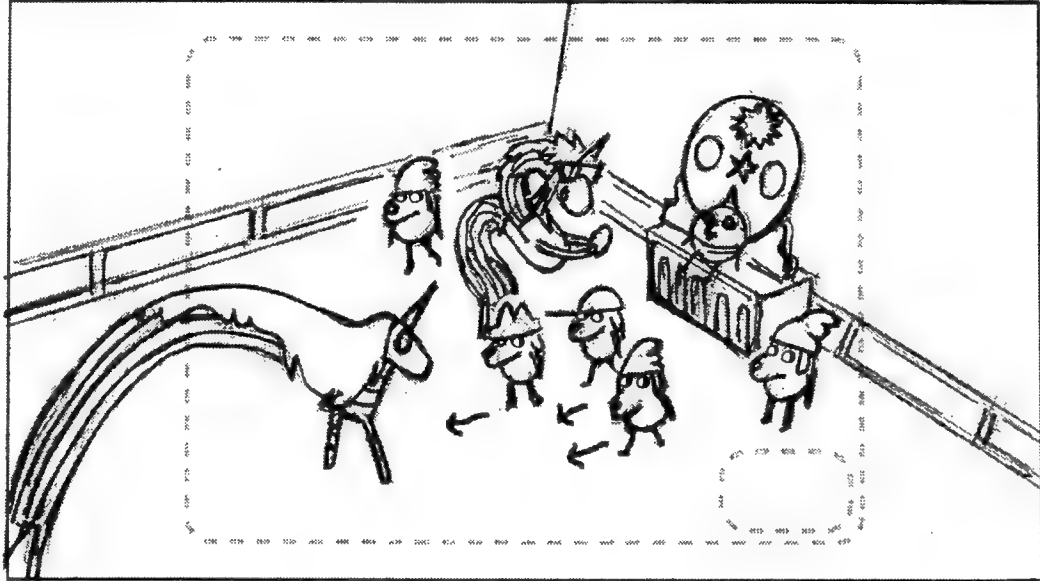


Sc. 209

Pnl. D

Bg.

day night

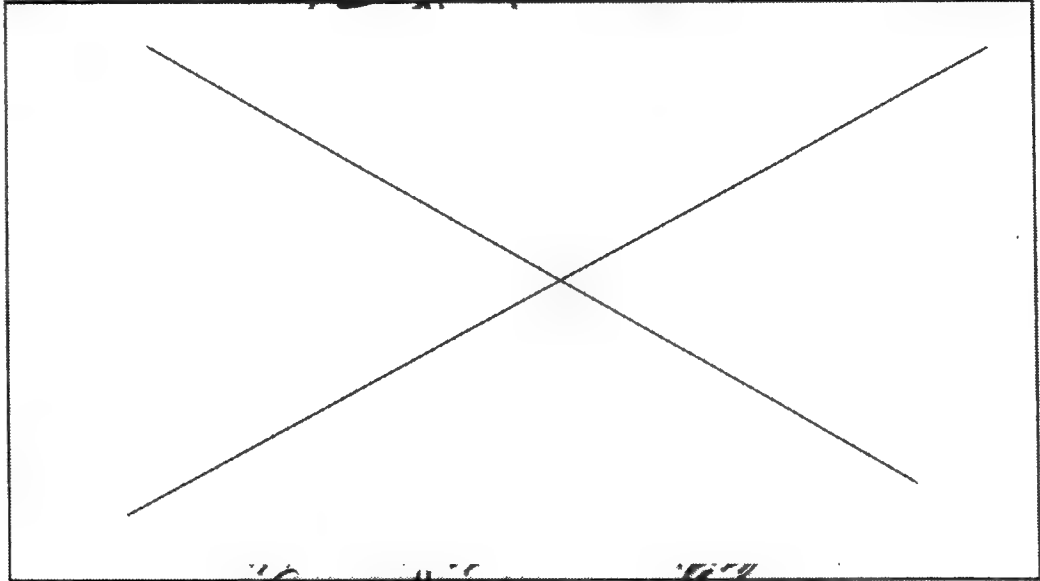


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

The dogs start walking toward LR.

Timing:

EPISODE # 1034-232

Production :

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No scene 210

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc. 211	Pnl. A	Bg.	day	night

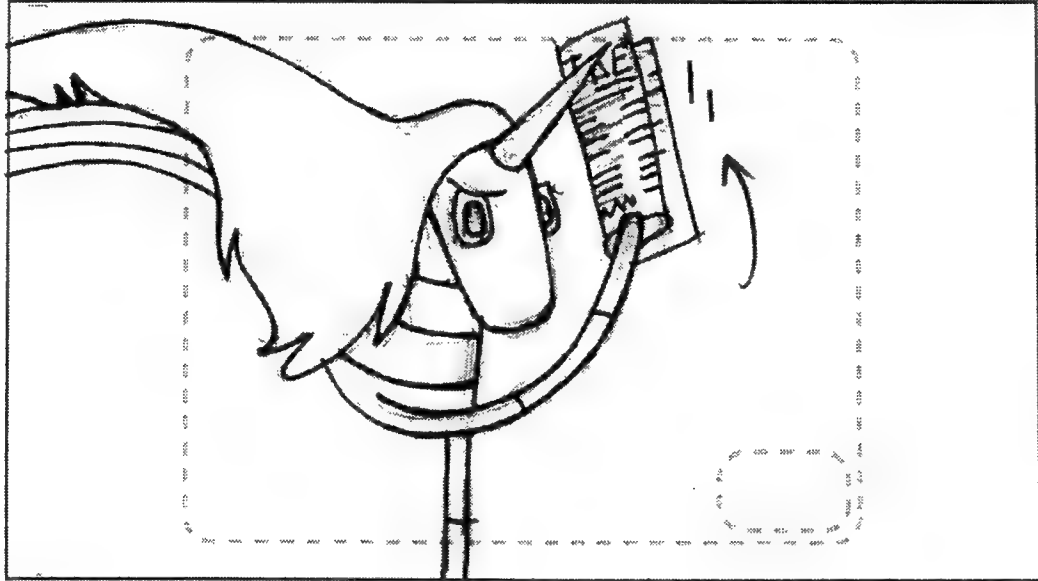
Dialog:
Action: <div>On LR, seen from dogs POV.</div>
Timing:

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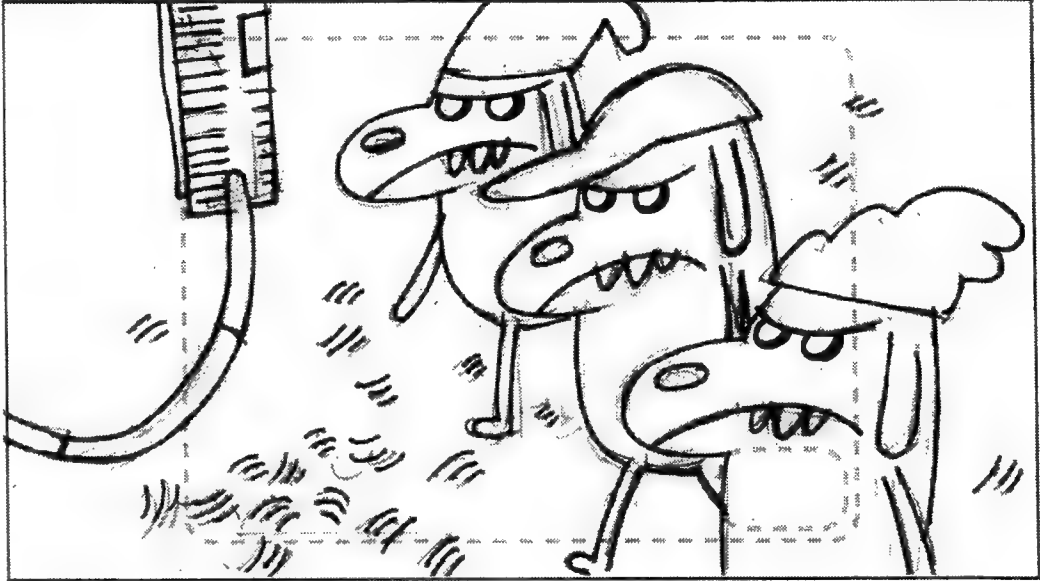
ADVENTURE TIME



Sc. 211 Pnl. D Bg. day night



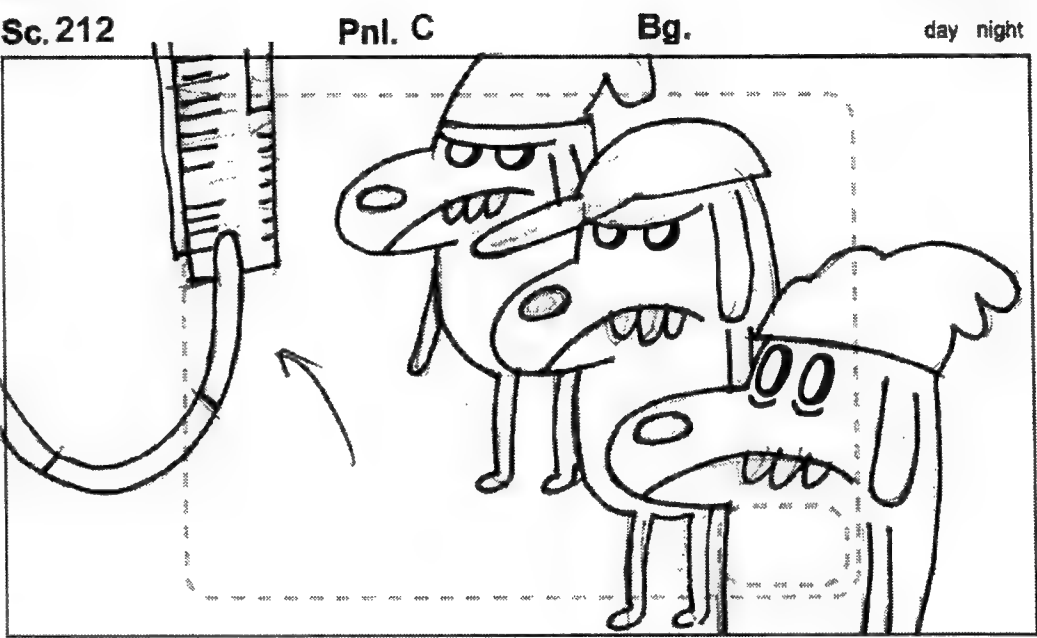
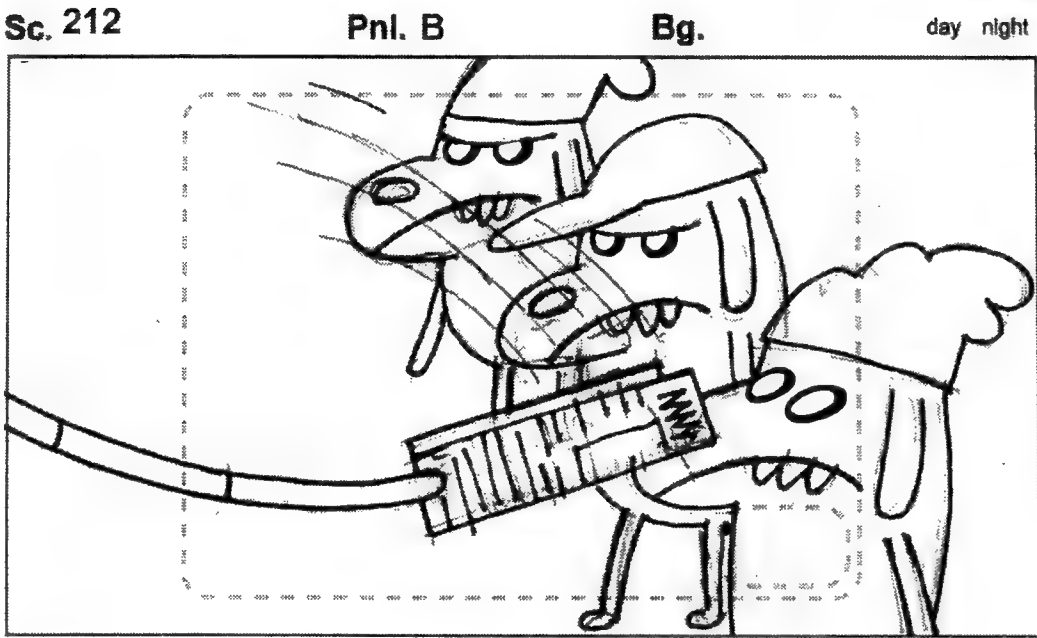
Sc. 212 Pnl. A Bg. day night



Dialog:	
Action:	LR antic. swatting with the newspaper. Close on dogs walking toward LR.
Timing:	

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ADVENTURE TIME



Dialog:	<p><u>SFX:</u> Swat!</p>
Action:	<p>LR swats the dogs, really quickly and deftly, swat swat swat!</p>
Timing:	

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ADVENTURE TIME

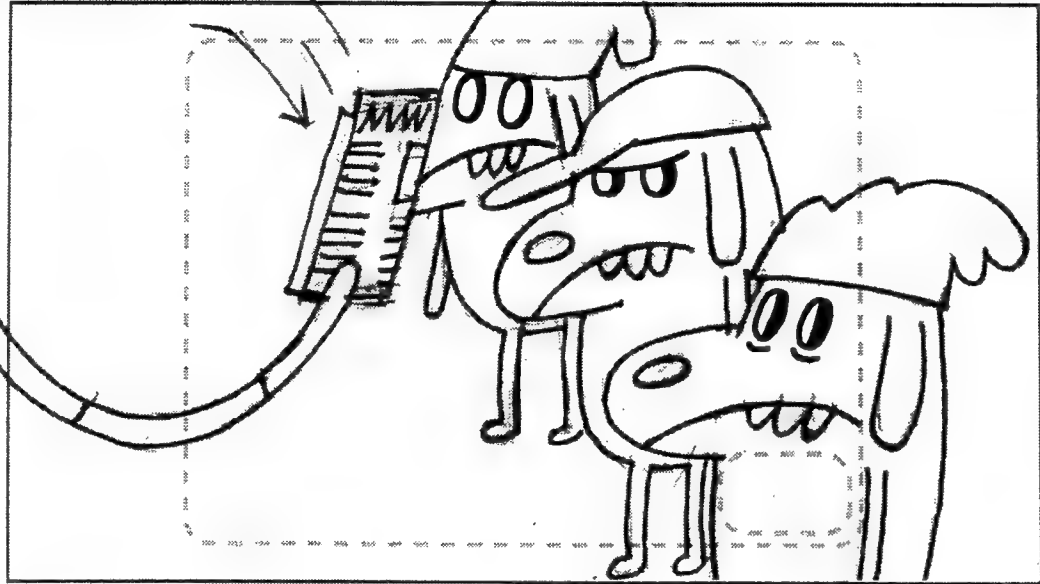


Sc. 212

Pnl. D

Bg.

day night

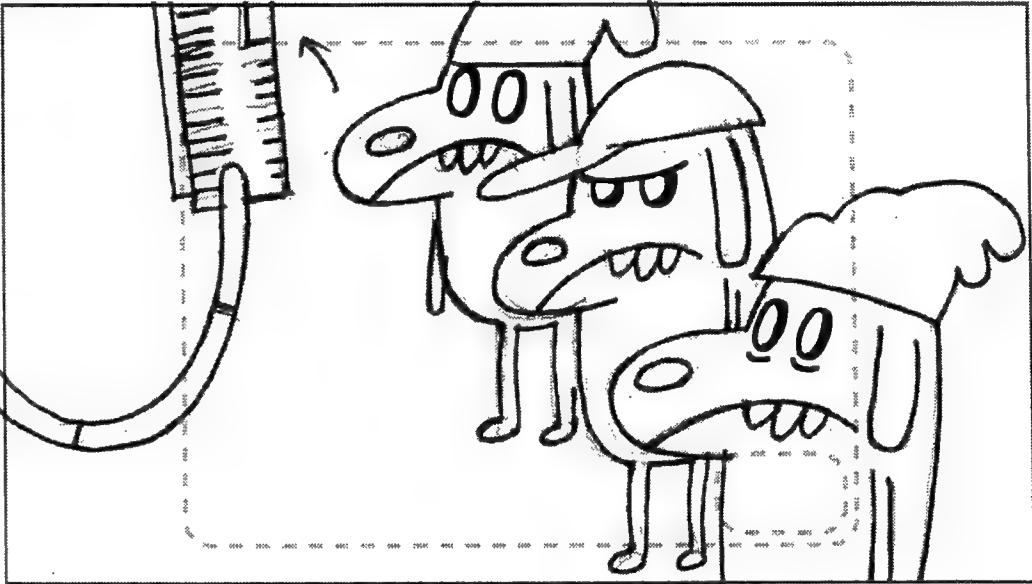


Sc. 212

Pnl. E

Bg.

day night



Dialog:
<u>SFX</u> : Swat!
Action:
Timing:

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ADVENTURE TIME

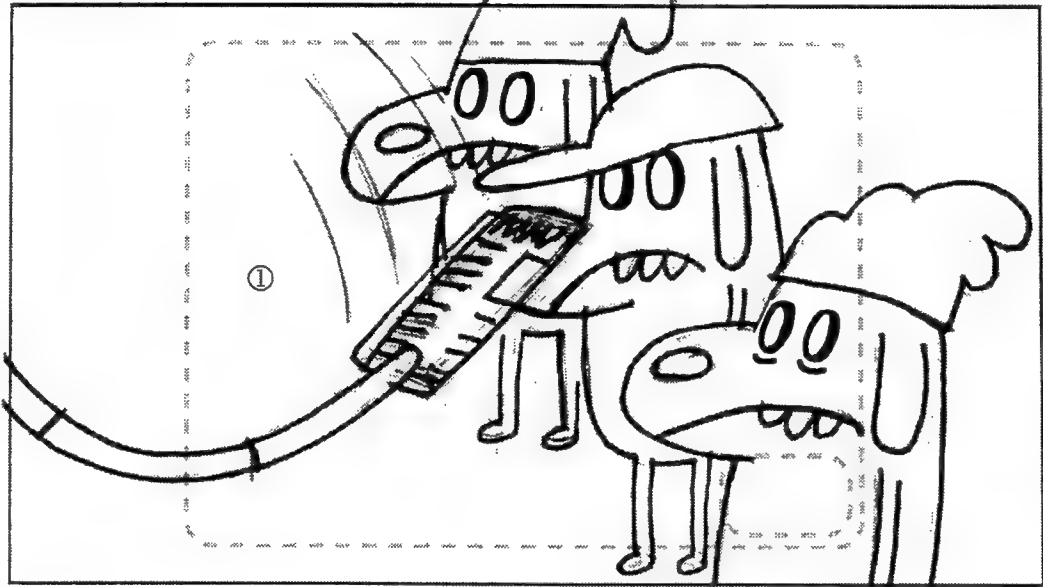


Sc. 212

Pnl. F

Bg.

day night

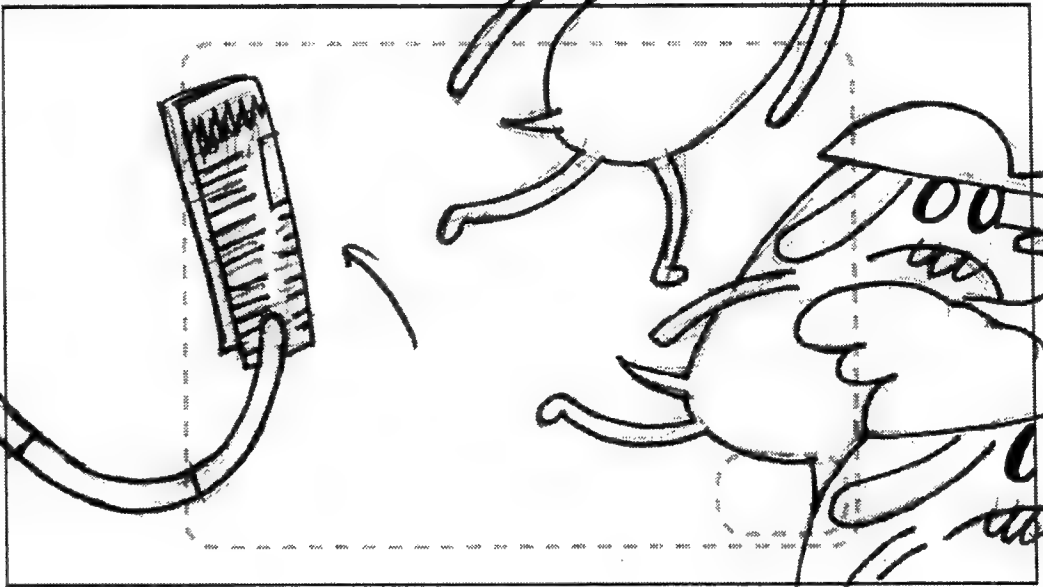


Sc. 212

Pnl. G

Bg.

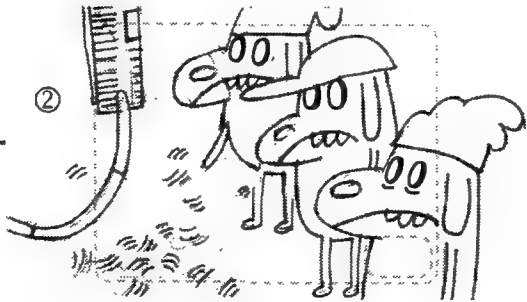
day night



Dialog:

SFX: Swat!

Action:



The dogs run away quickly.

Timing:

ADVENTURE TIME

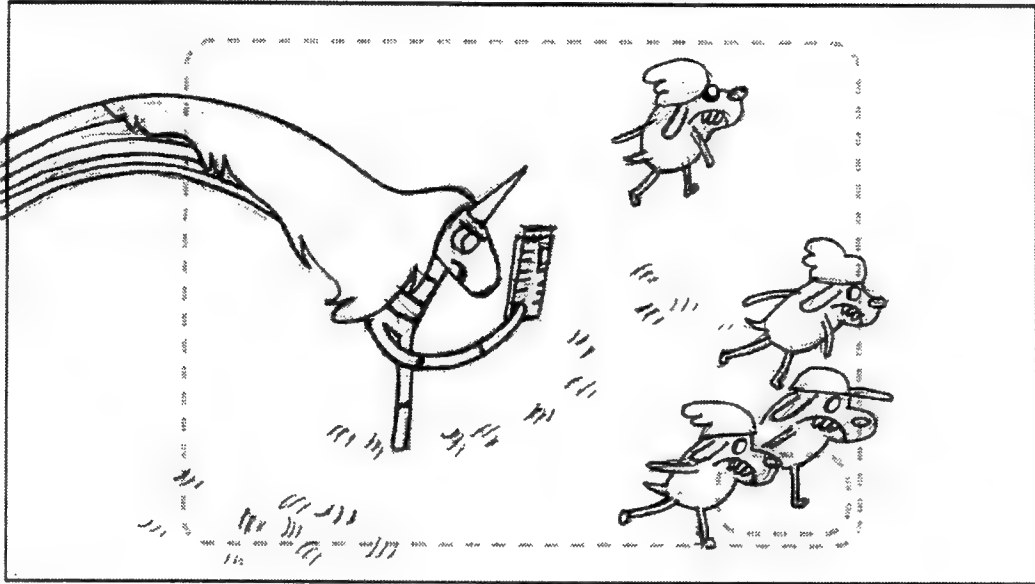


Sc. 213

Pnl. A

Bg.

day night

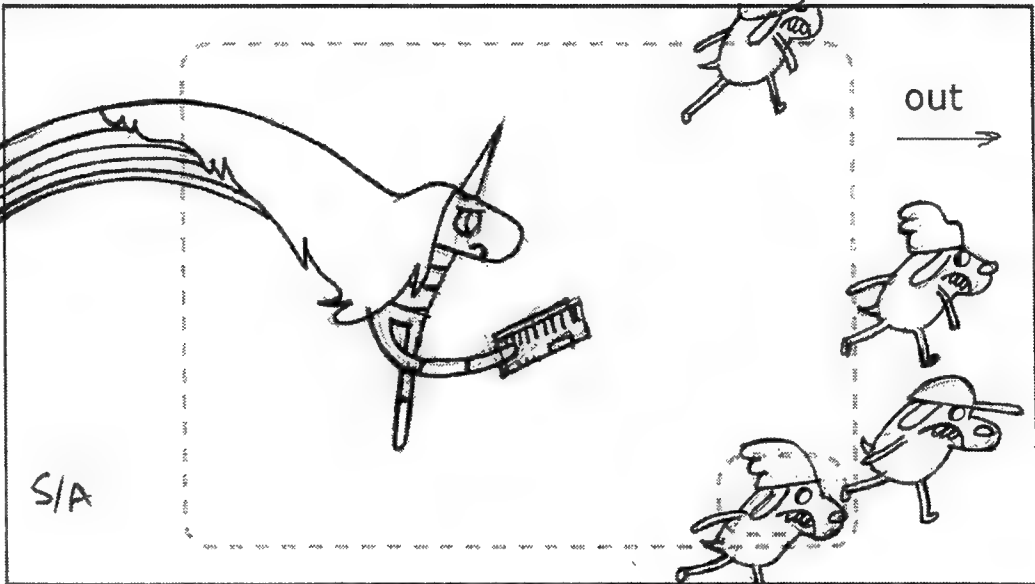


Sc. 213

Pnl. B

Bg.

day night



Dialog:	DOGS : * YELPS *
Action:	Wider on the dogs running away from LR.
Timing:	

ADVENTURE TIME



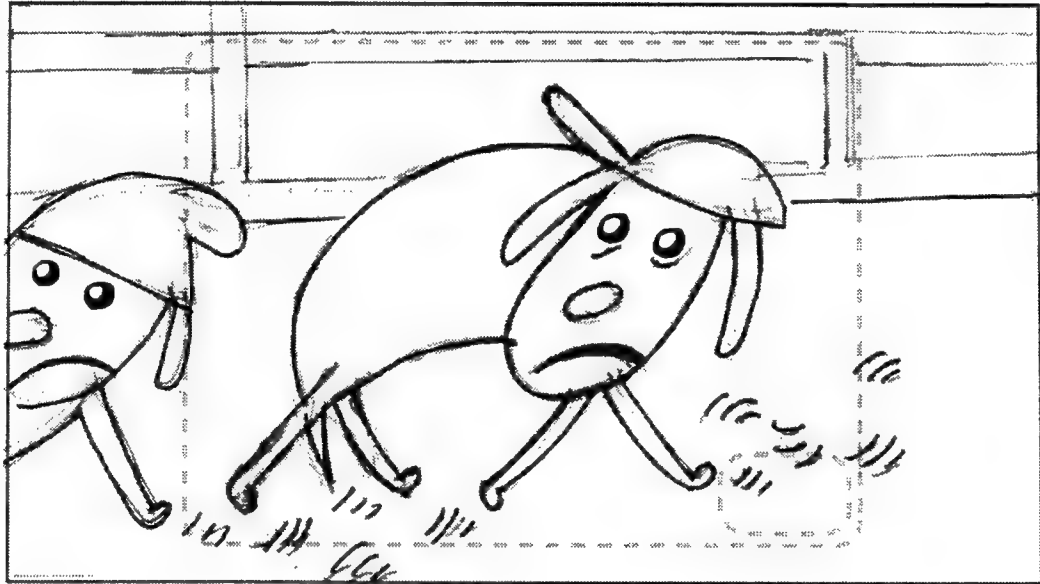
Page 422

Sc. 214

Pnl. A

Bg.

day night

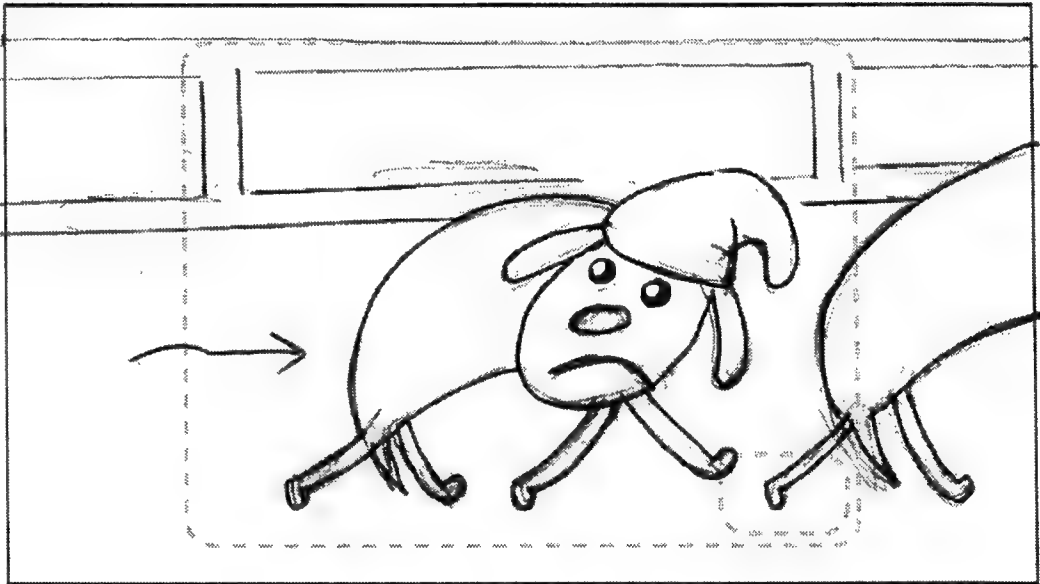


Sc. 214

Pnl. B

Bg.

day night



Dialog:
Action: A close shot of two dogs walking away, looking totally defeated.
Timing:

EPISODE # 1034-232

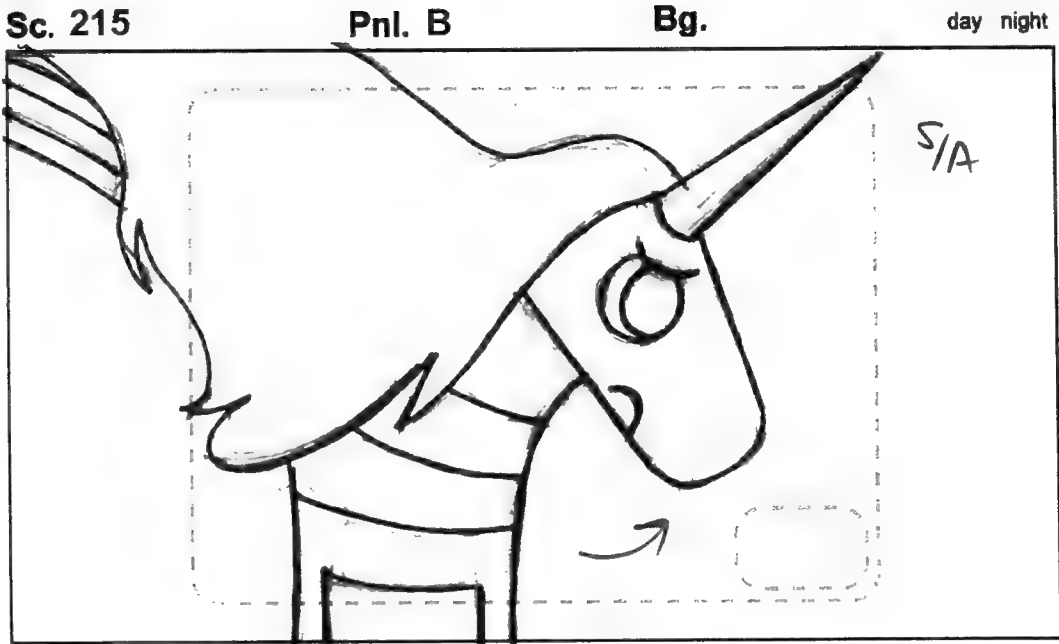
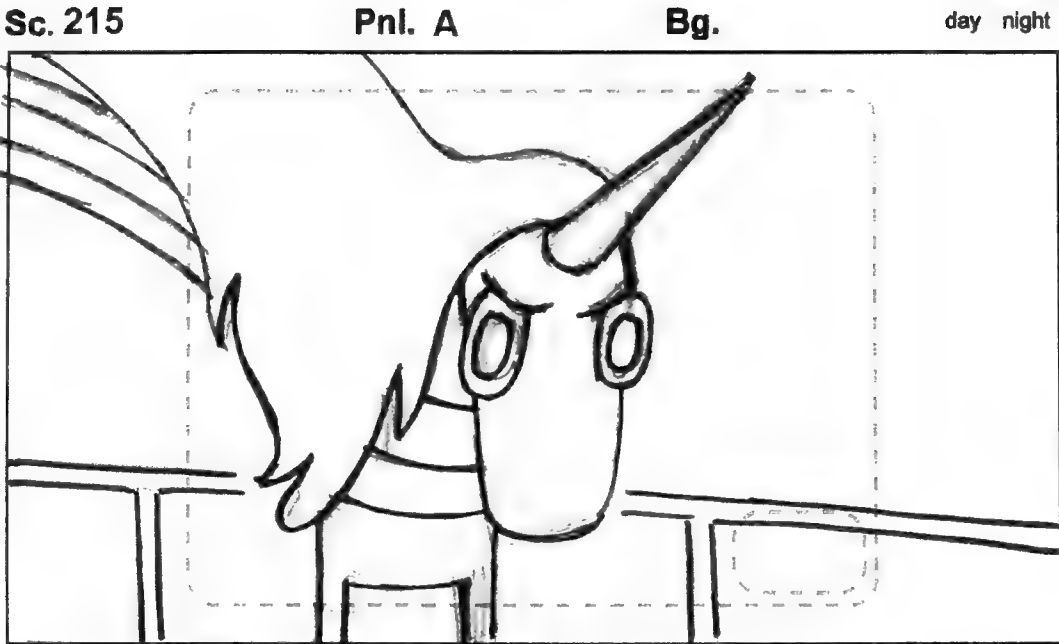
Production :

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ADVENTURE TIME



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Dialog:	(o/s) <u>Lee:</u> Ha ha ha!
Action:	- Close on LR. looking at the retreating dogs. - LR looks toward Lee.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



Page 430

Sc.

Pnl.

Bg.

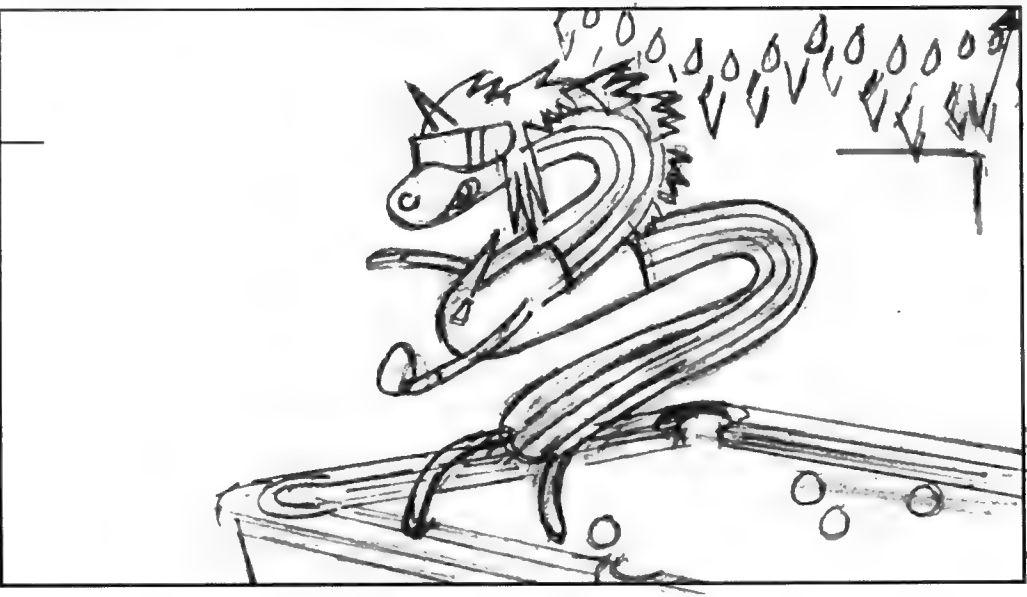
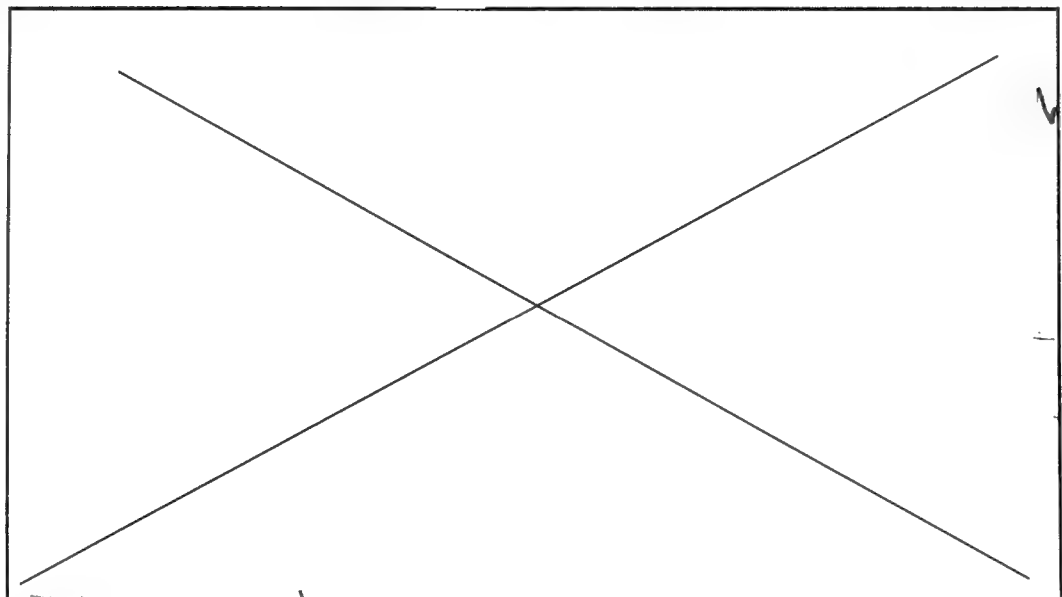
day night

Sc. 220

Pnl. A

Bg.

day night



Dialog:

SFX: Tinkle tinkle tinkle [chandelier]

Lee: Why don't you --

Action:

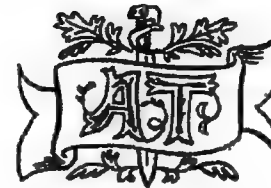
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME

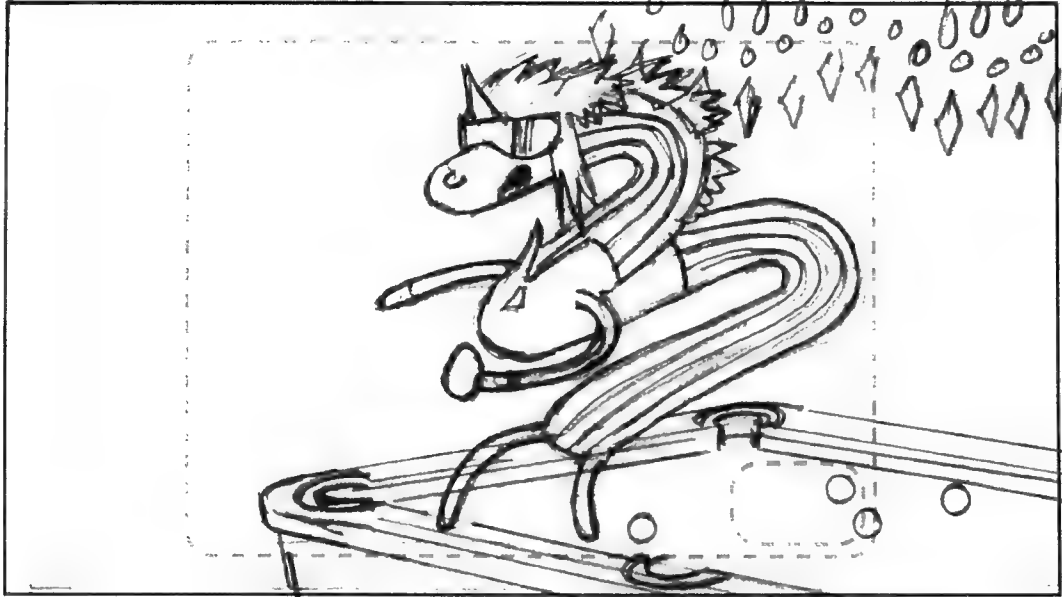


Sc. 220

Pnl. B

Bg.

day night

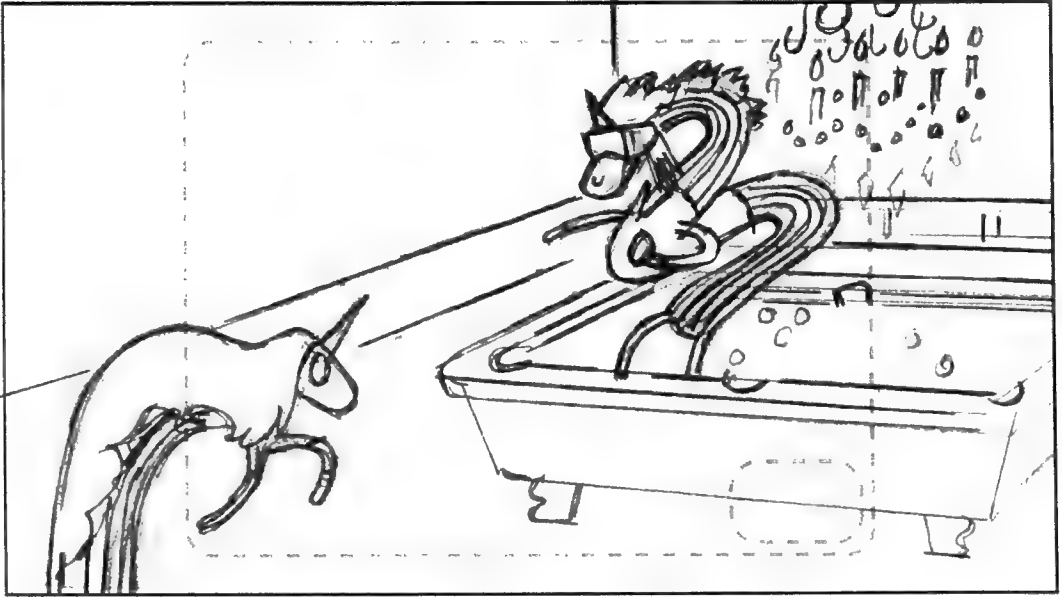


Sc. 221

Pnl. A

Bg.

day night



Dialog:

Lee: -- join my cause, baby?

LEE: " DOGS FOR APATHY."

Action:

Timing:

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EPISODE # 1034-232

Production :

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ADVENTURE TIME

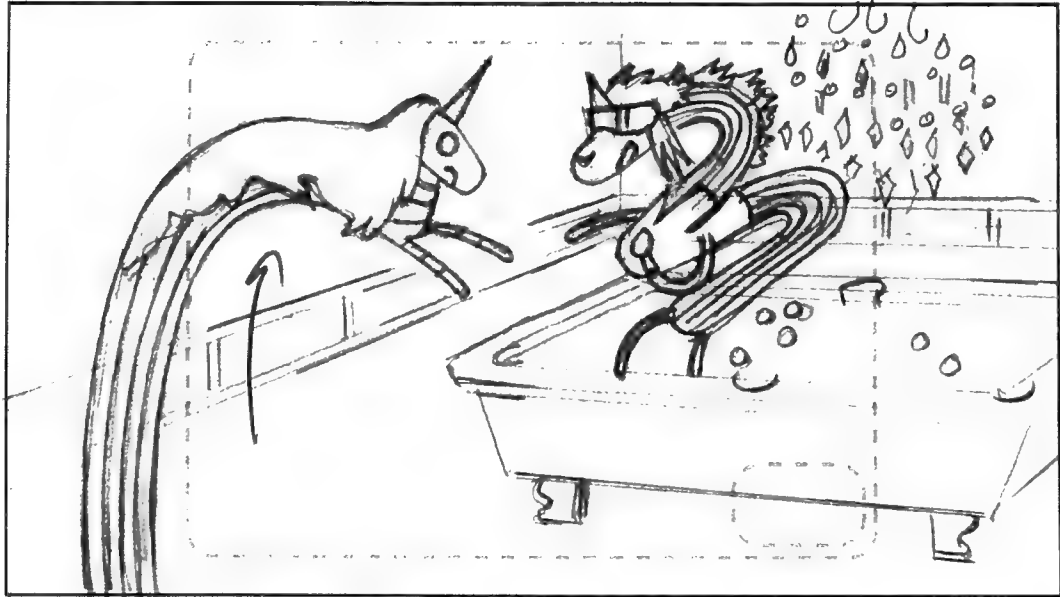


Sc. 221

Pnl. B

Bg.

day night

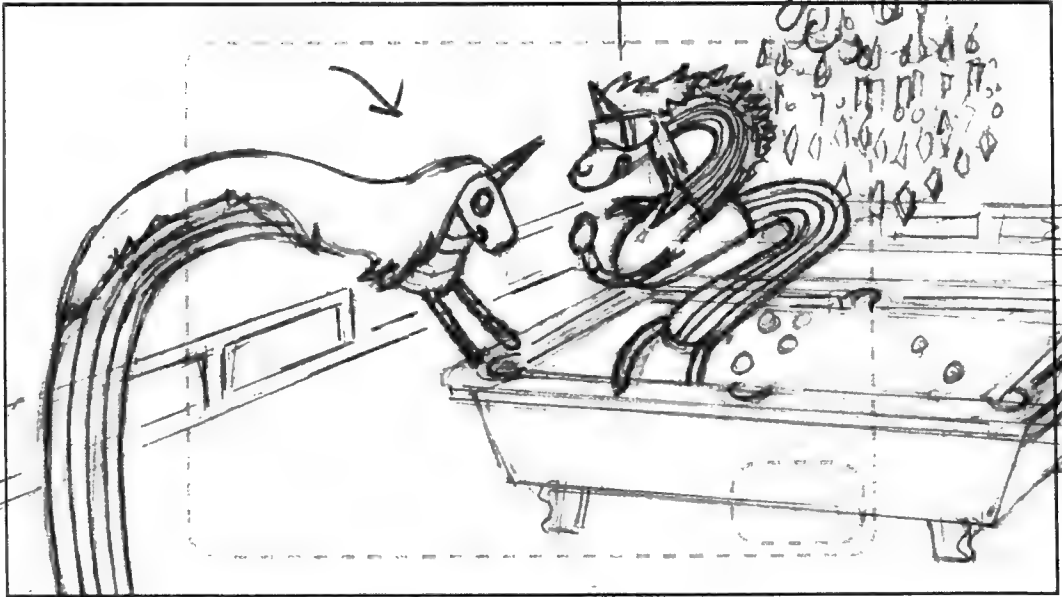


Sc. 221

Pnl. C

Bg.

day night

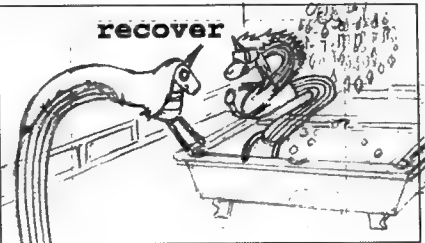
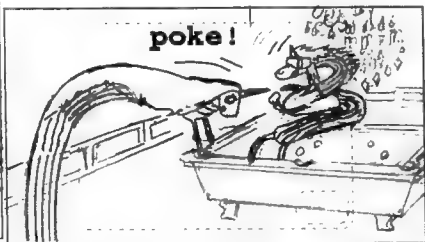
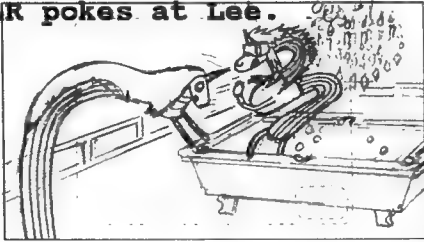


Dialog:

Action:

Timing:

LR: I thought you were AGAINST DOGS!
LR pokes at Lee.

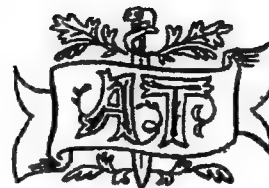


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ADVENTURE TIME



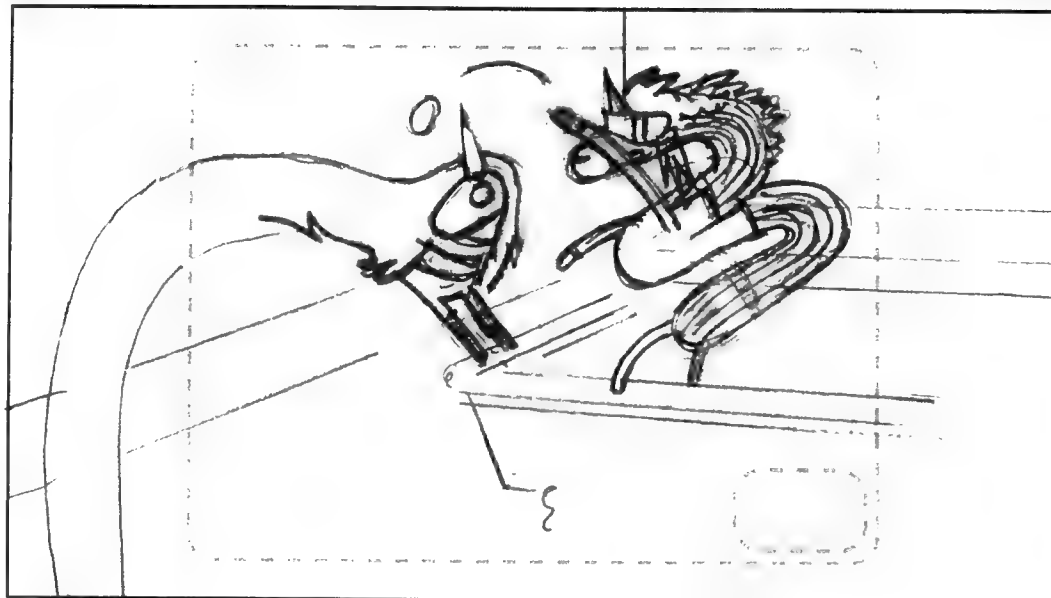
Page 433

Sc. 221

Pnl. D

Bg.

day night

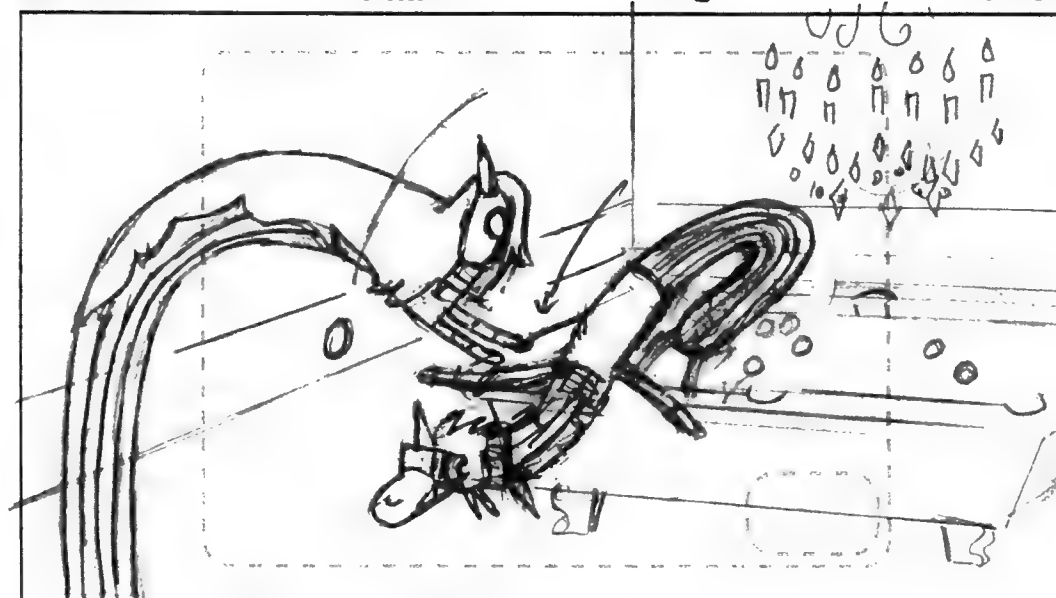


Sc. 221

Pnl. E

Bg.

day night



Dialog:

Lee: That was then . . .

Action:

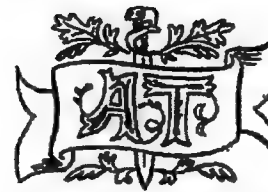
- LEE THROWS CRYSTAL MERGENCE

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



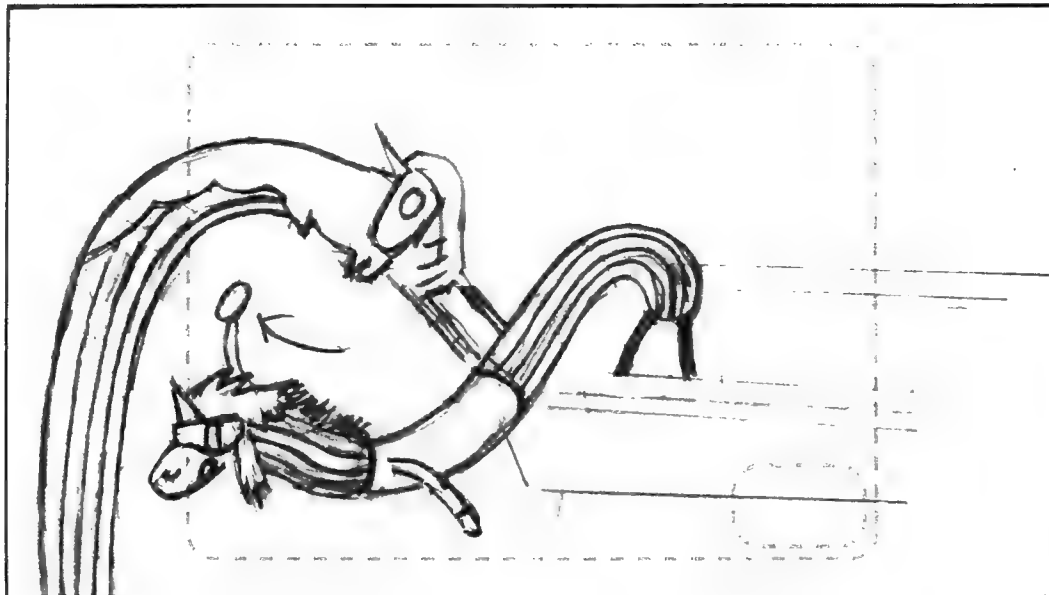
Page 434

Sc. 221

Pnl. F

Bg.

day night

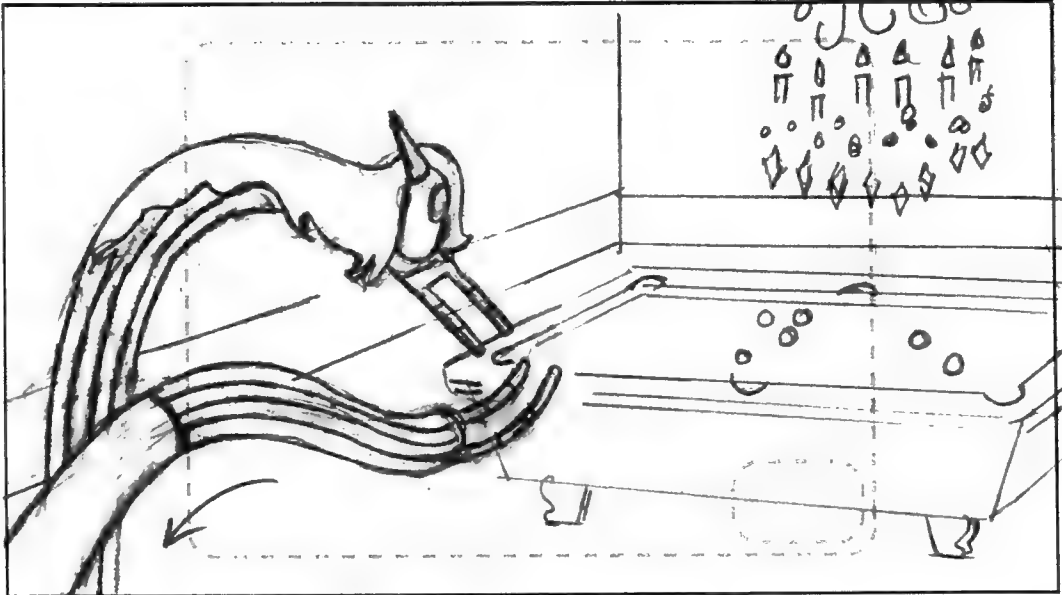


Sc. 221

Pnl. G

Bg.

day night



Dialog:

Lee: Now the rainicorns are ruling the
ROOST --

Action:

- LEE CATCHES MERGENCE

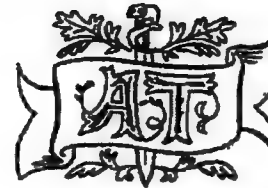
- LEE FLIES OFF/S.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



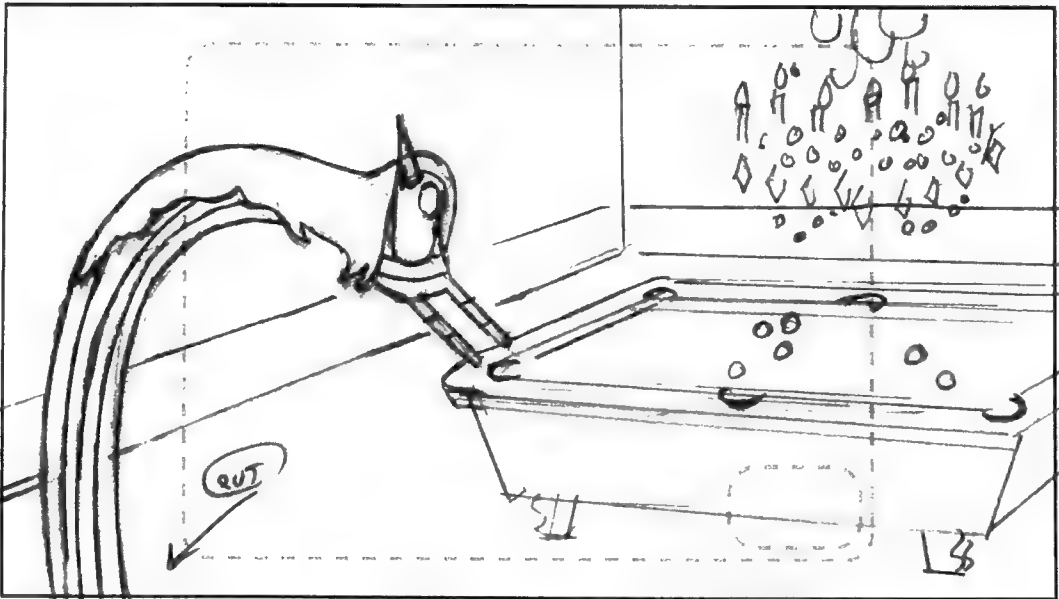
Page 435

Sc. 221

Pnl. H

Bg.

day night

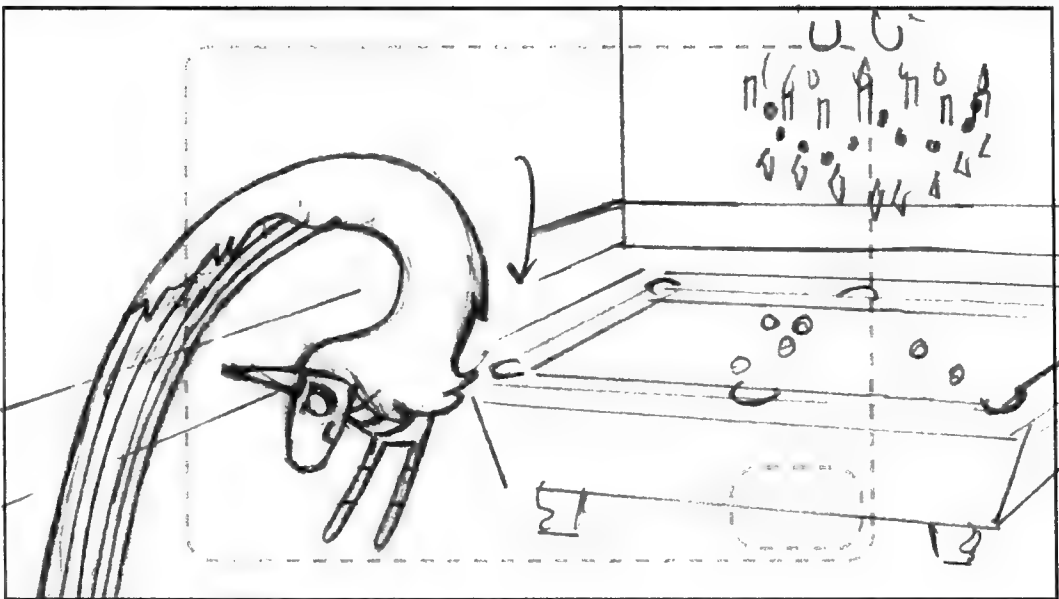


Sc. 221

Pnl. I

Bg.

day night



Dialog:

Lee: -- underdogs are always cooler!

Action:

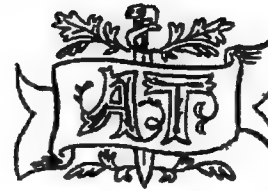
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



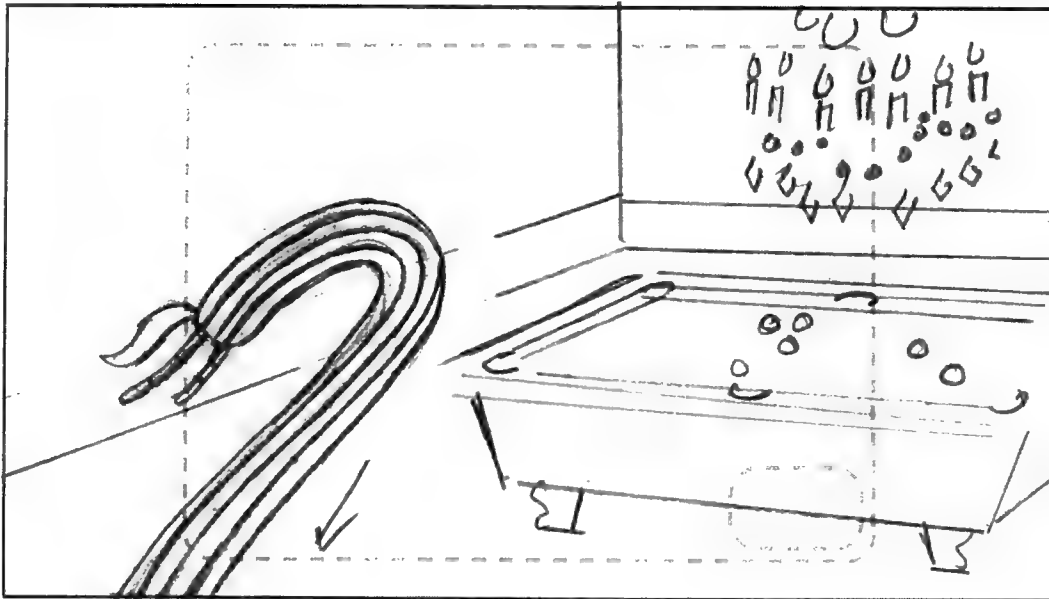
Page 436

Sc. 221

Pnl. J

Bg.

day night

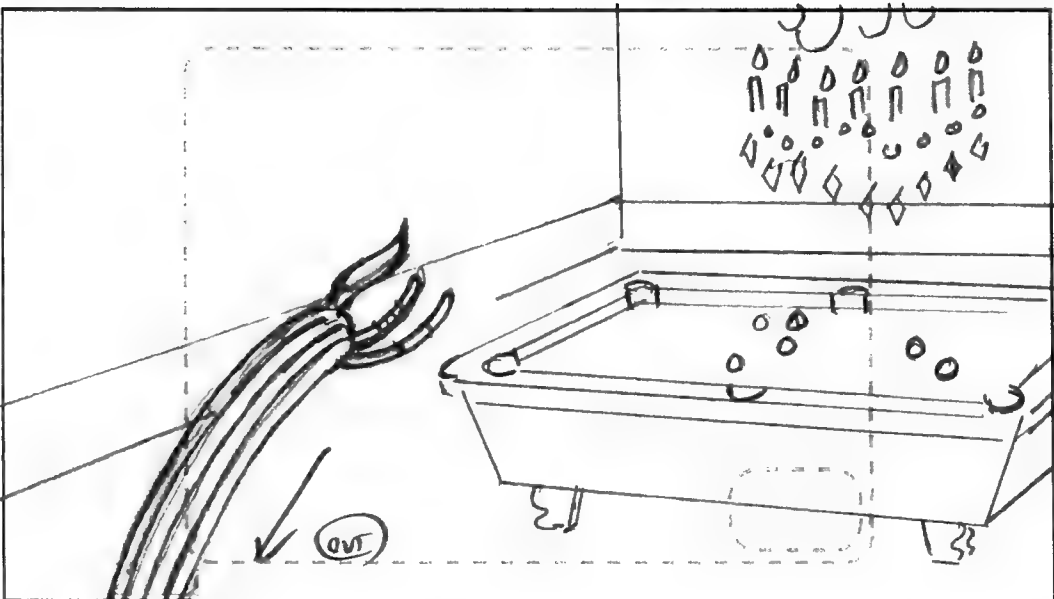


Sc. 221

Pnl. K

Bg.

day night



Dialog:

SFX: * WHOOSH *

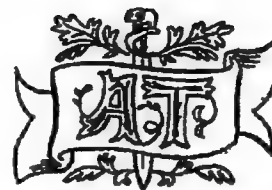
Action:

~LR FLIES OFF/S.

Timing:

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ADVENTURE TIME



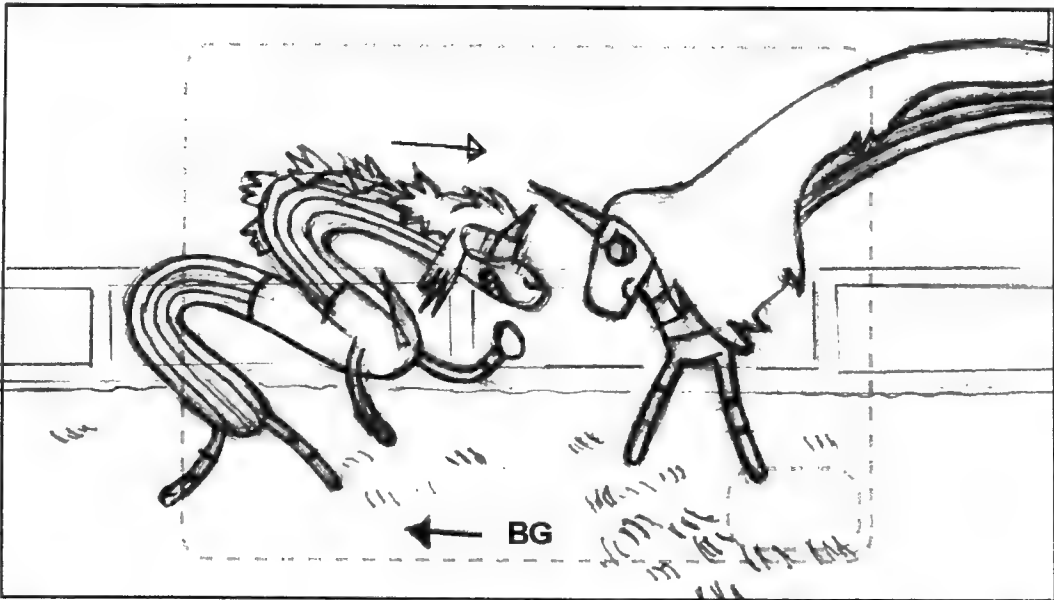
Page 437

Sc. 222

Pnl. A

Bg.

day night

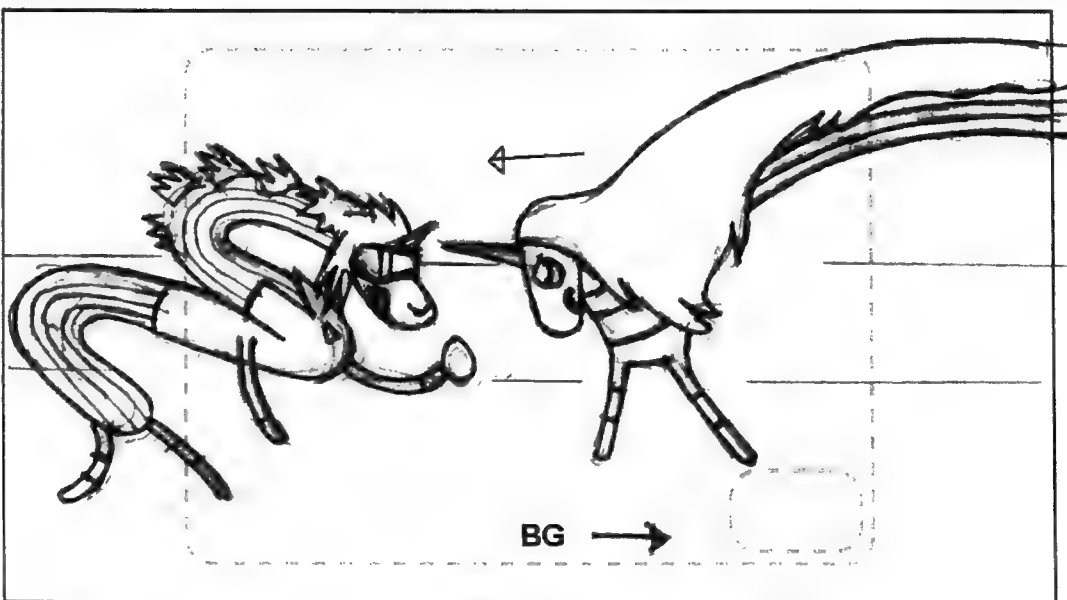


Sc. 222

Pnl. B

Bg.

day night



Dialog:

Lee: Come on, Lady! Join the losing team!

LR: YOU used to be about something, man!

Action:

- LR LUNGES W/ HORN

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



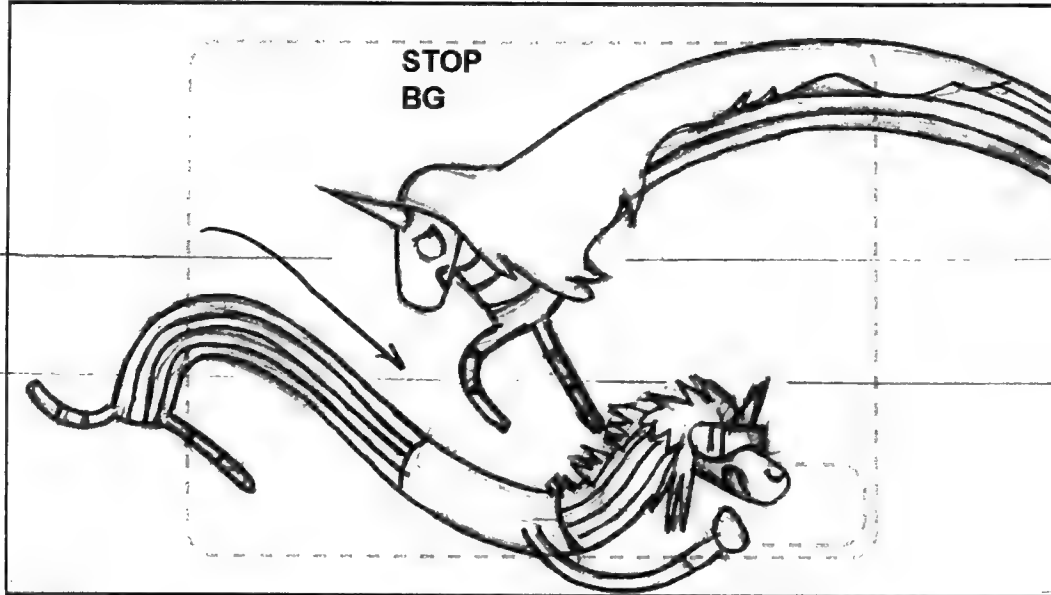
Page 438

Sc. 222

Pnl. C

Bg.

day night

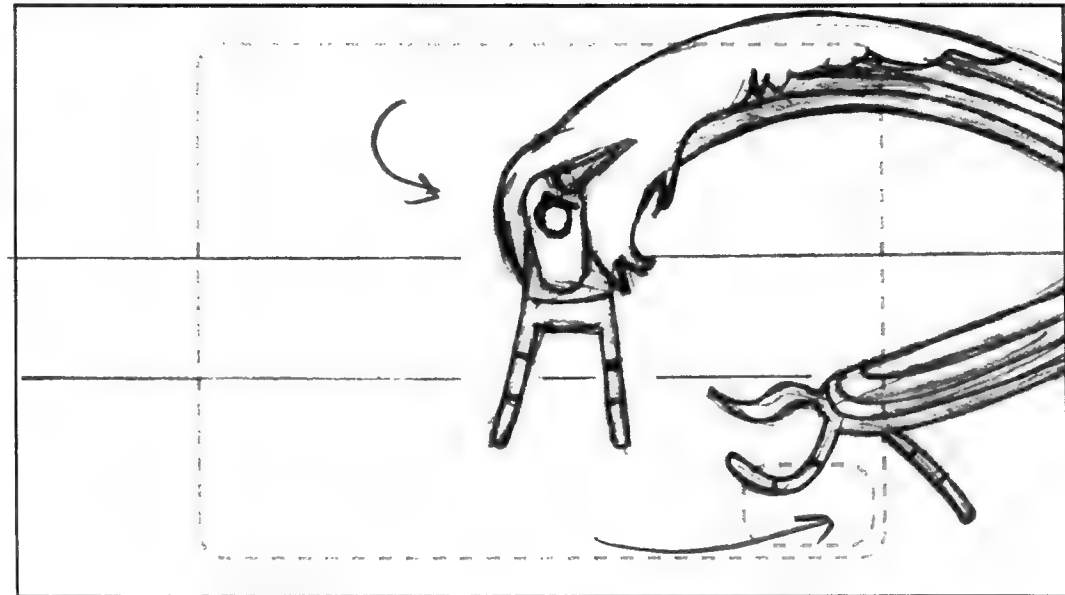


Sc. 222

Pnl. D

Bg.

day night



Dialog:

Lee: Nah not really!

Action:

- LEE SWOOPS PAST LADY
LIKE A SNAKE.

- LR TURNS. - LEE RUNS OFF/S.

Timing:

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Production :

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ADVENTURE TIME

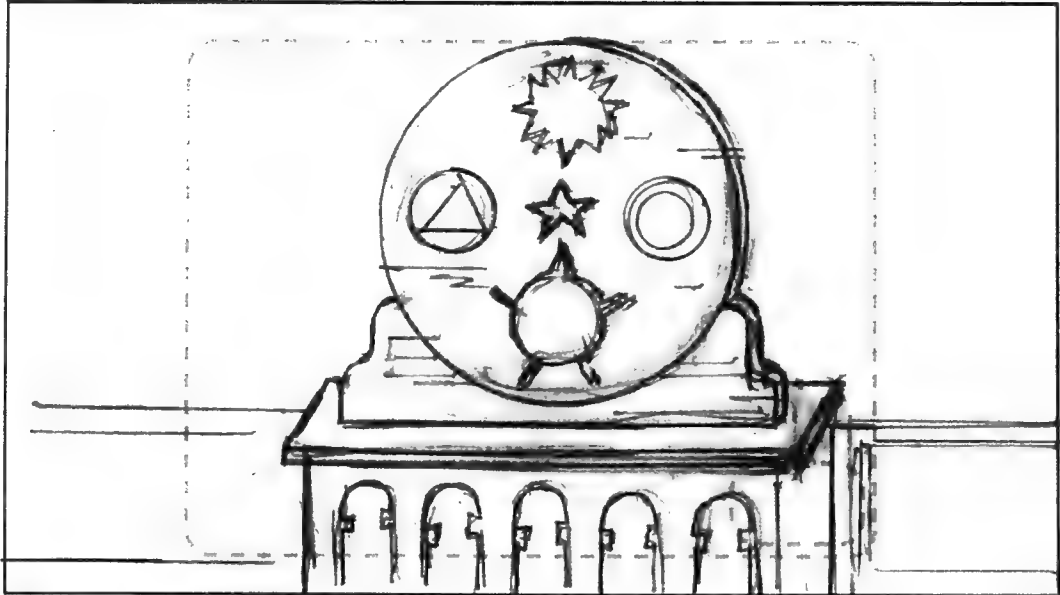


Sc. 223

Pnl. A

Bg.

day night

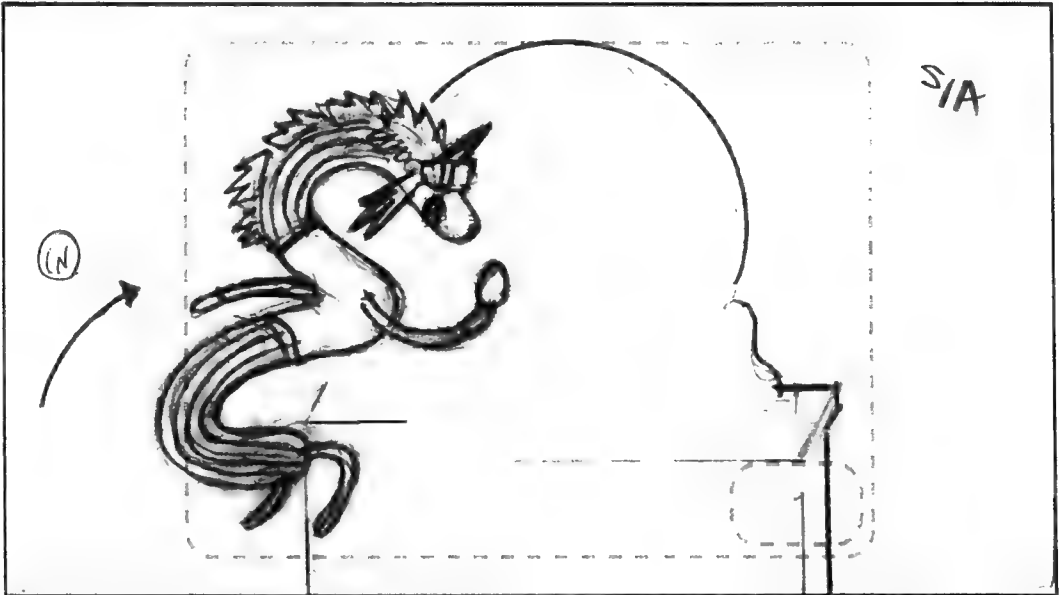


Sc. 223

Pnl. B

Bg.

day night



Dialog:	
Action:	Lee jumps onto the altar thing.
Timing:	

EPISODE # 1034-232

Production :

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ADVENTURE TIME

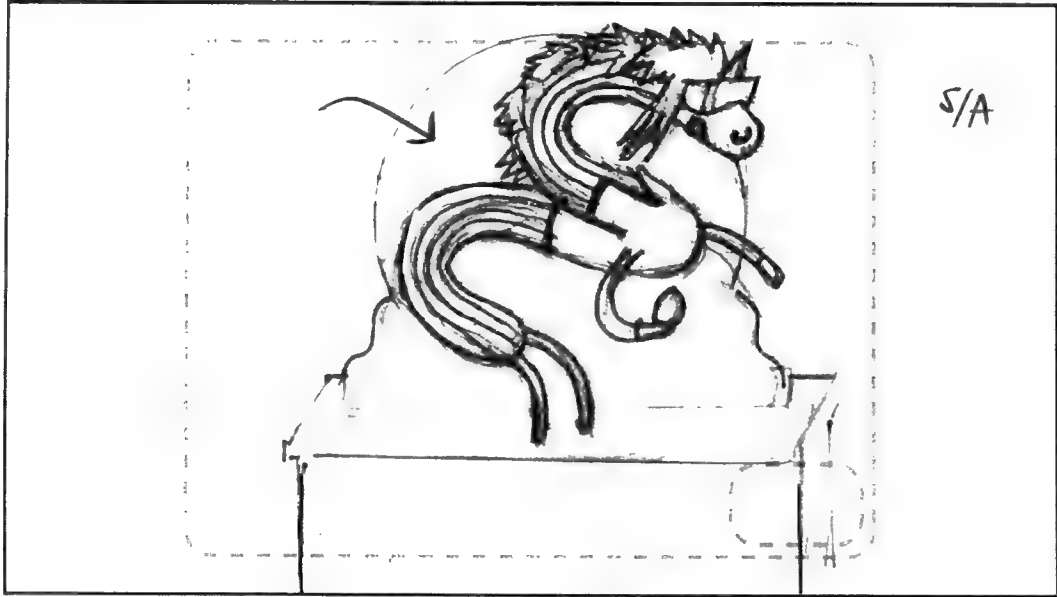


Sc. 223

Pnl. C

Bg.

day night

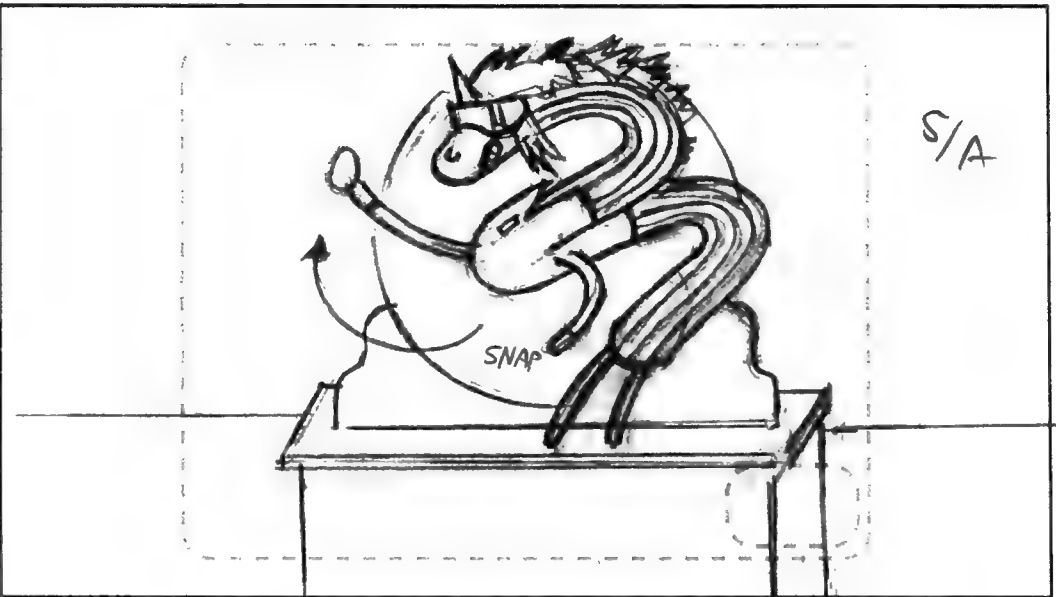


Sc. 223

Pnl. D

Bg.

day night



Dialog:

Lee: Nobody is going to stand in my way
this time!

Action:

- LEE LANDS

- LEE TURNS.

Timing:

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Production :

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ADVENTURE TIME

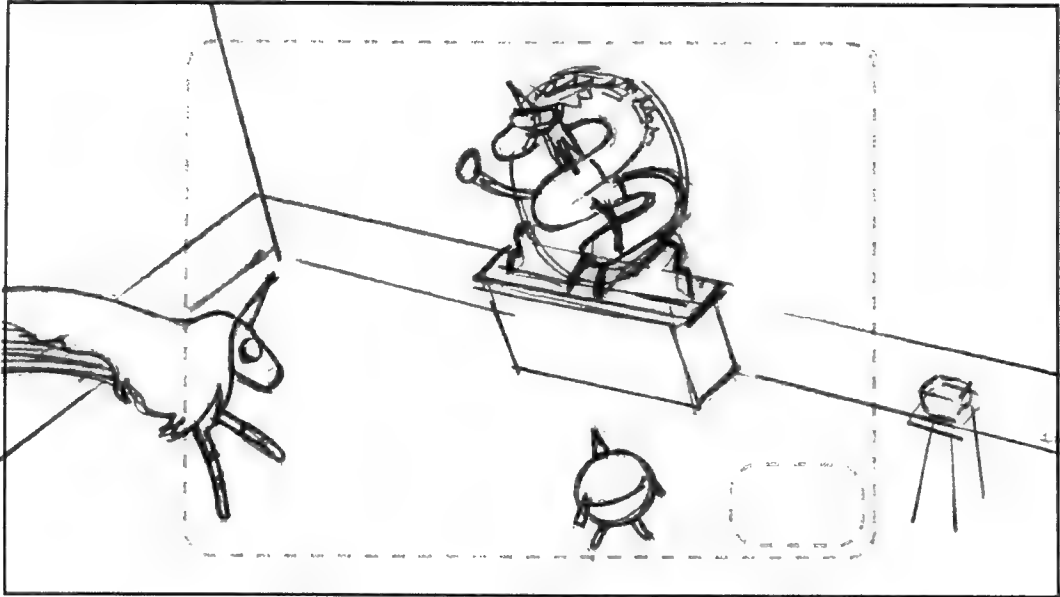


Sc. 224

Pnl. A

Bg.

day night

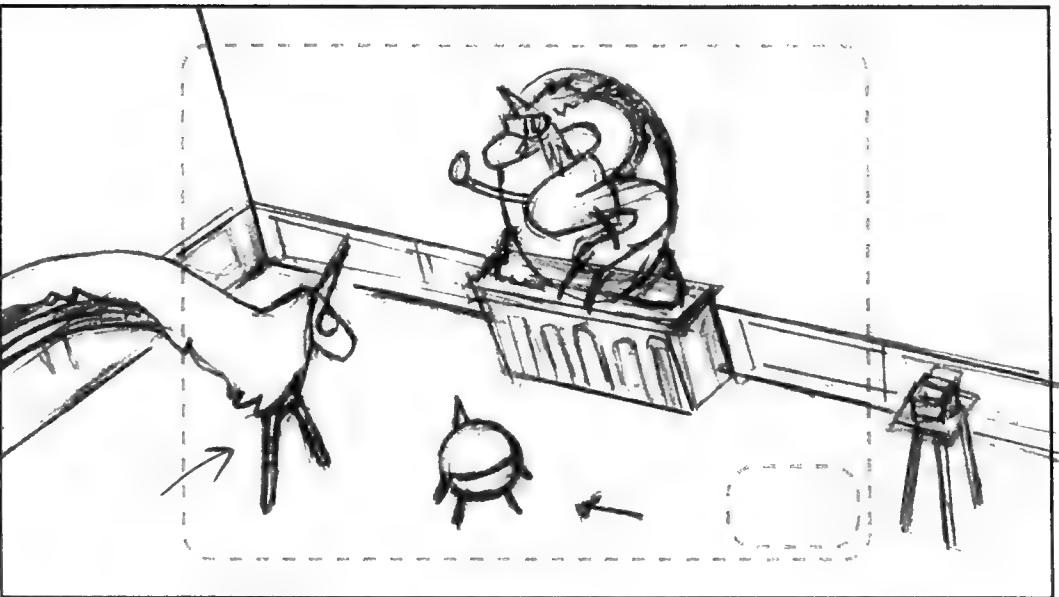


Sc. 224

Pnl. B

Bg.

day night



Dialog:

TV: Hi Mom. How do you know Lee?

Action:

- TV WALKS TOWARDS LR.

Timing:

EPISODE # 1034-232

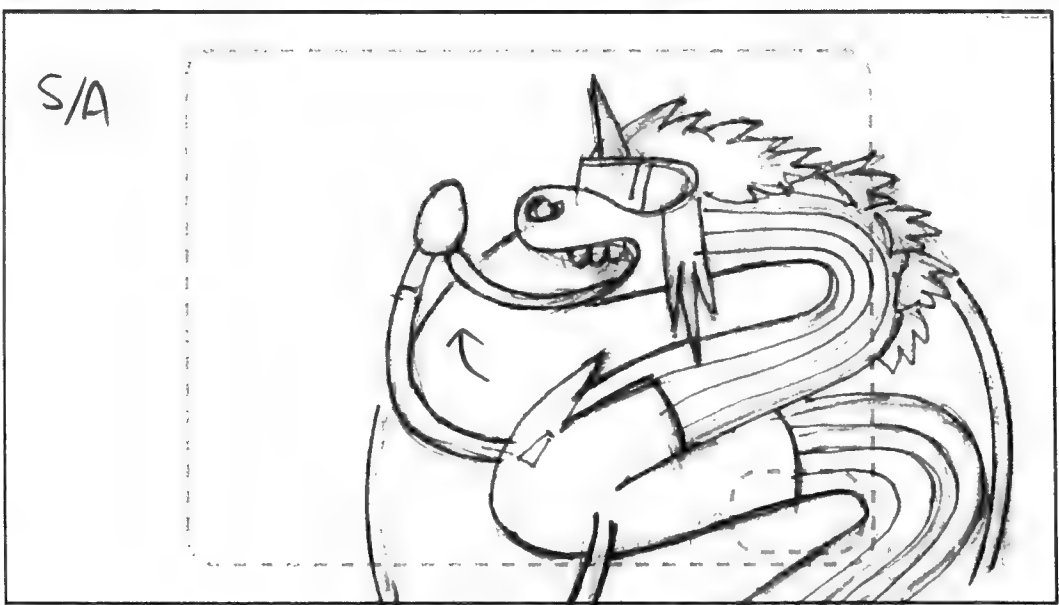
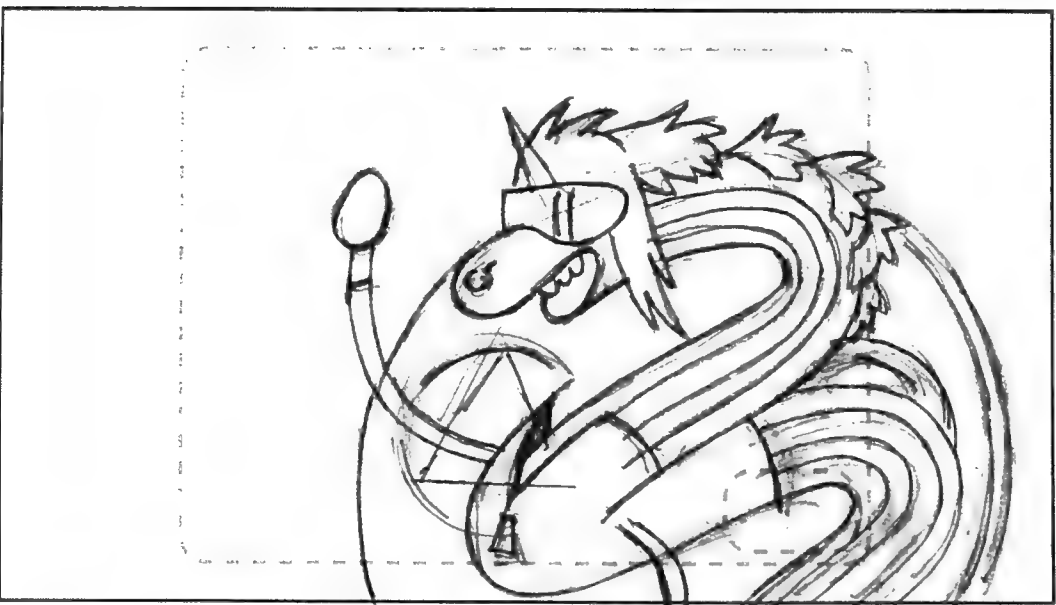
Production :

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ADVENTURE TIME



Sc. 225 Pnl. A Bg. day night Sc. 225 Pnl. B Bg. day night



Dialog:	<u>Lee</u> : TOO LATE! CRYSTAL MERGENCE: ACTIVATE!	<u>Lee</u> : Ung-ung-ung.
Action:	-LEE YELLS AT OBJECT.	Lee gives the egg a good lick.
Timing:		

EPISODE # 1034-232
Production :

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ADVENTURE TIME

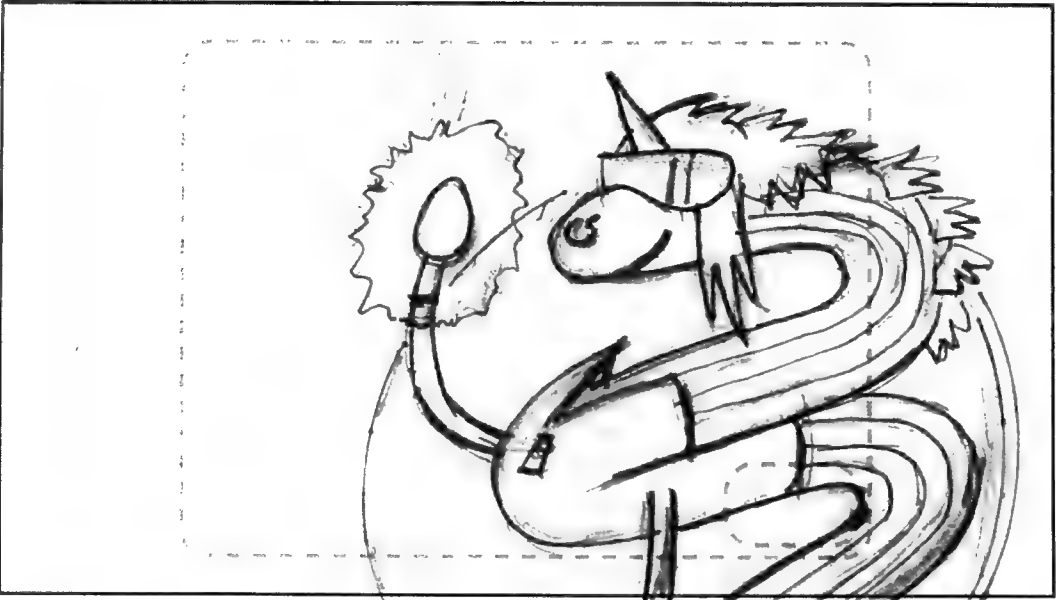


Sc. 225

Pnl. C

Bg.

day night

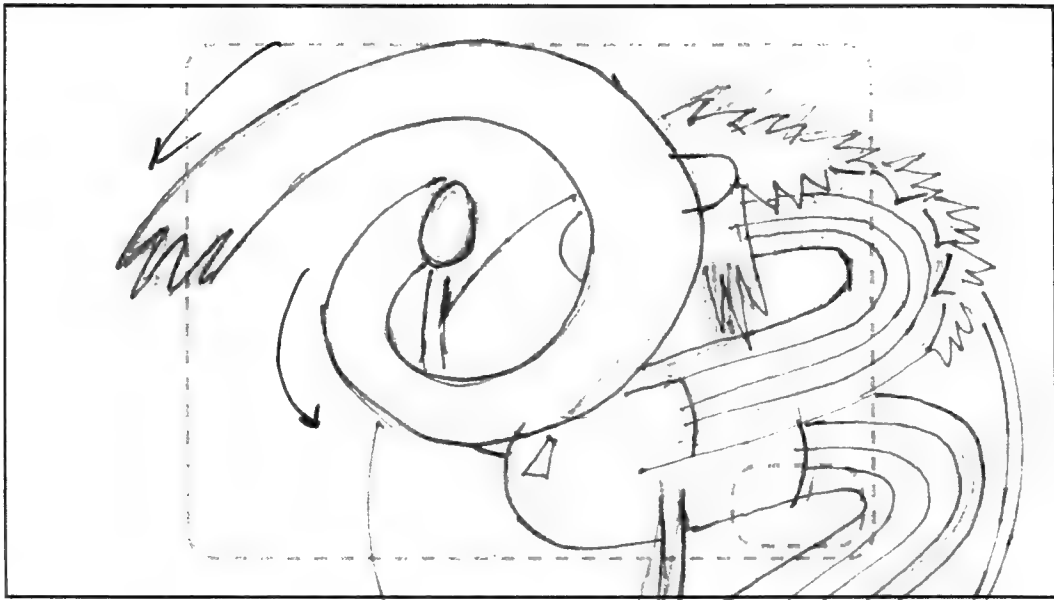


Sc. 225

Pnl. D

Bg.

day night



Dialog:

Lee: Ha ha ha! YEAH!...

Action:

-MERGENCE GLOWS BRIGHTER

- CRYSTAL WAVE SHOOTS OUT of —

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



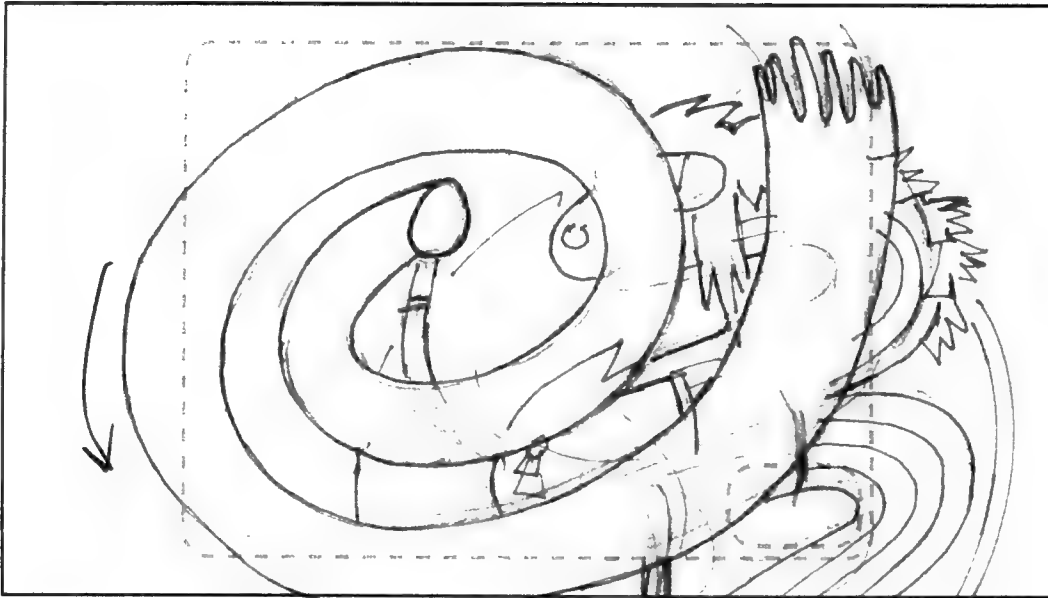
Page 444

Sc. 225

Pnl. E

Bg.

day night

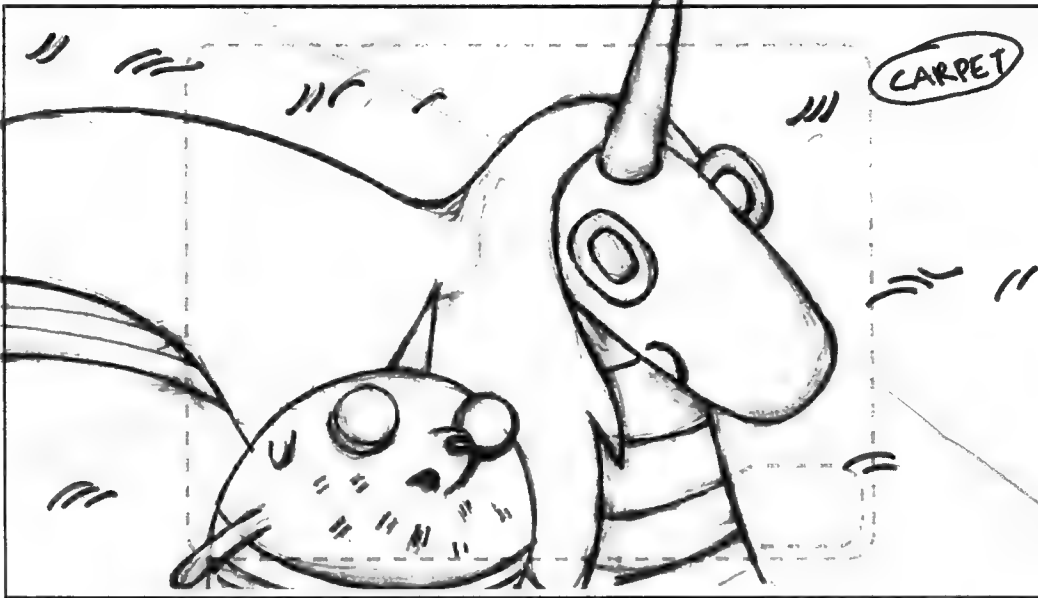


Sc. 226

Pnl. A

Bg.

day night



Dialog:

Lee: Okay, now how ... How -

Lee (O.S.): -- do I work this - - -

SFX: * hmmm * _____

Action:

- WAVE SWIRLS AROUND

Timing:

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ADVENTURE TIME

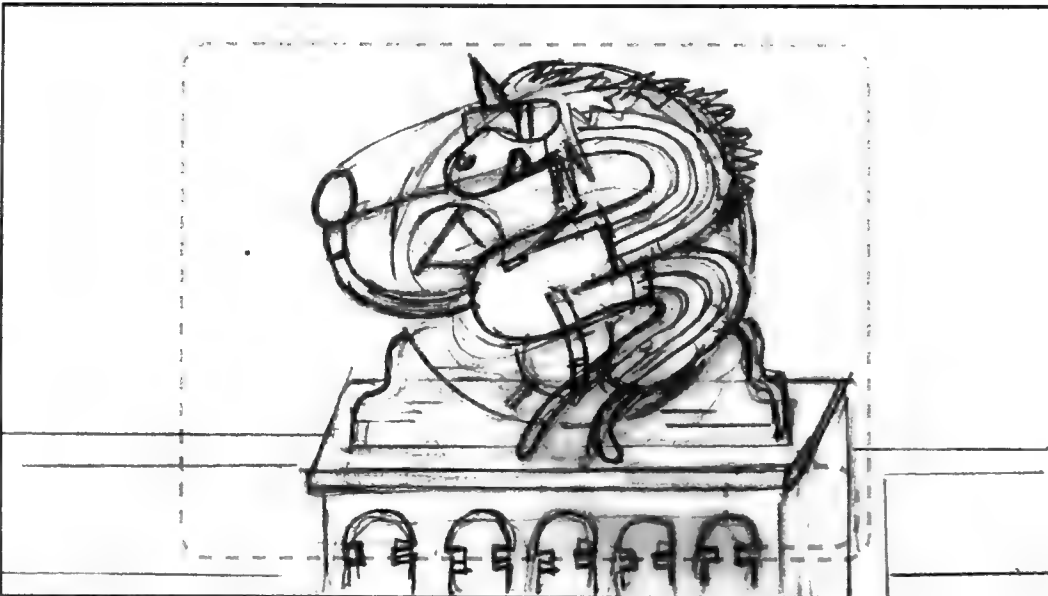


Sc. 227

Pnl. A

Bg.

day night

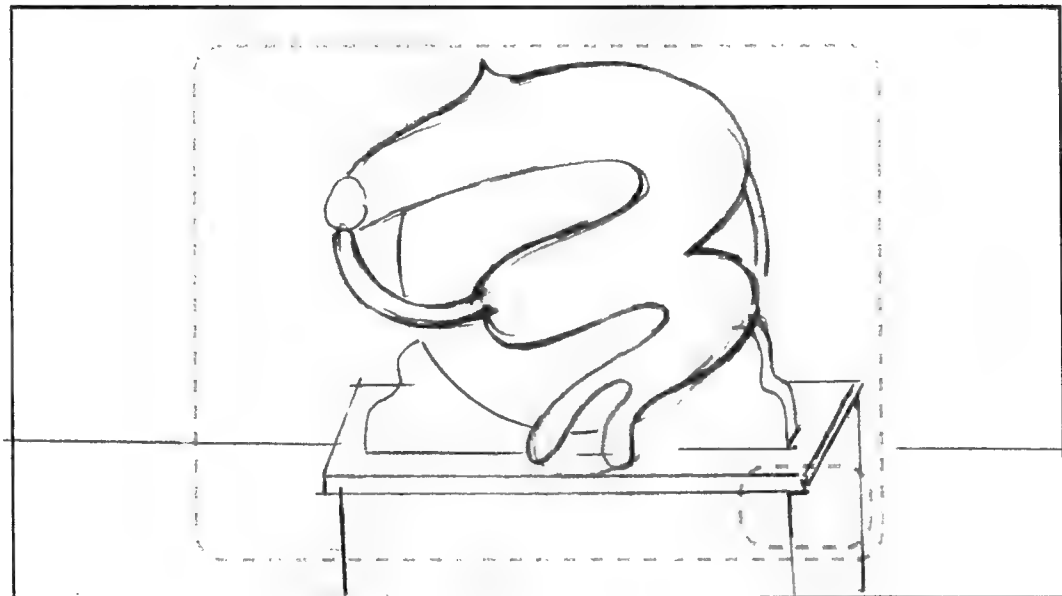


Sc. 227

Pnl. B

Bg.

day night



<p>Dialog:</p> <p><u>Lee:</u> - - - thin--</p> <p><u>SFX:</u> *shyuuuuuu*</p>
<p>Action:</p> <p>The glow from the egg starts to pull on Lee.</p> <p>The glow from the egg totally covers Lee.</p>
<p>Timing:</p>

EPISODE # 1034-232

Production :

ADVENTURE TIME

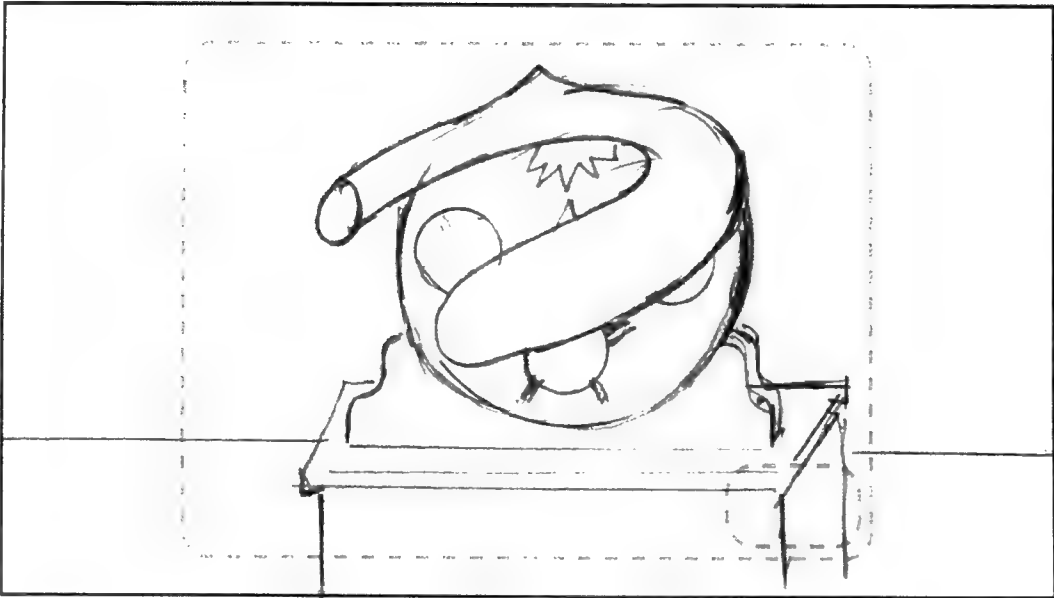


Sc. 227

Pnl. C

Bg.

day night

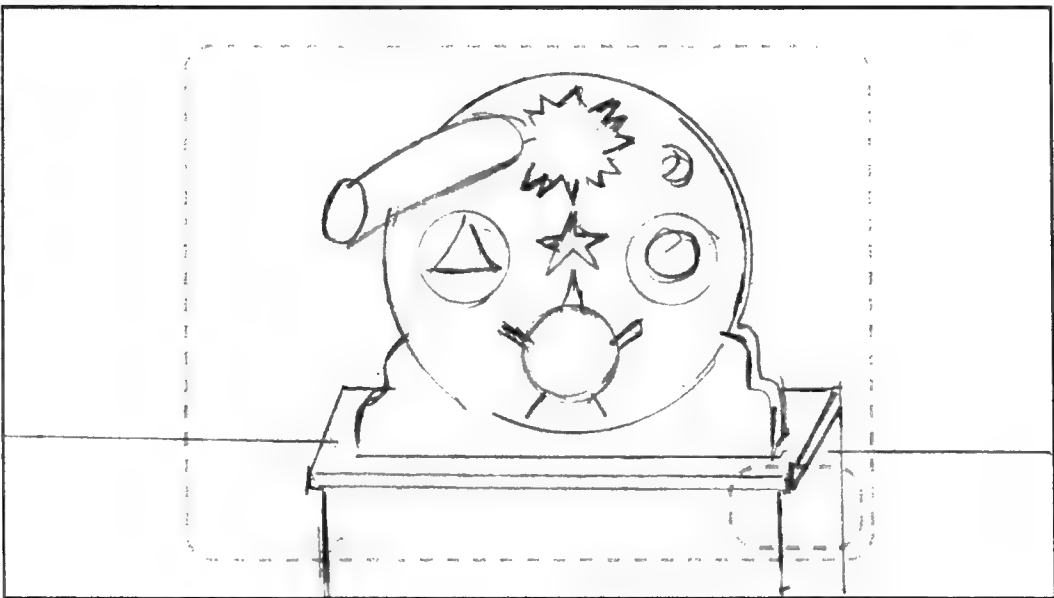


Sc. 227

Pnl. D

Bg.

day night



Dialog:

Action:

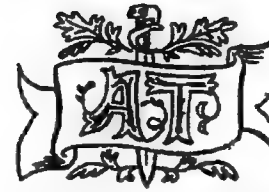
The egg glow pulls Lee into the egg.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



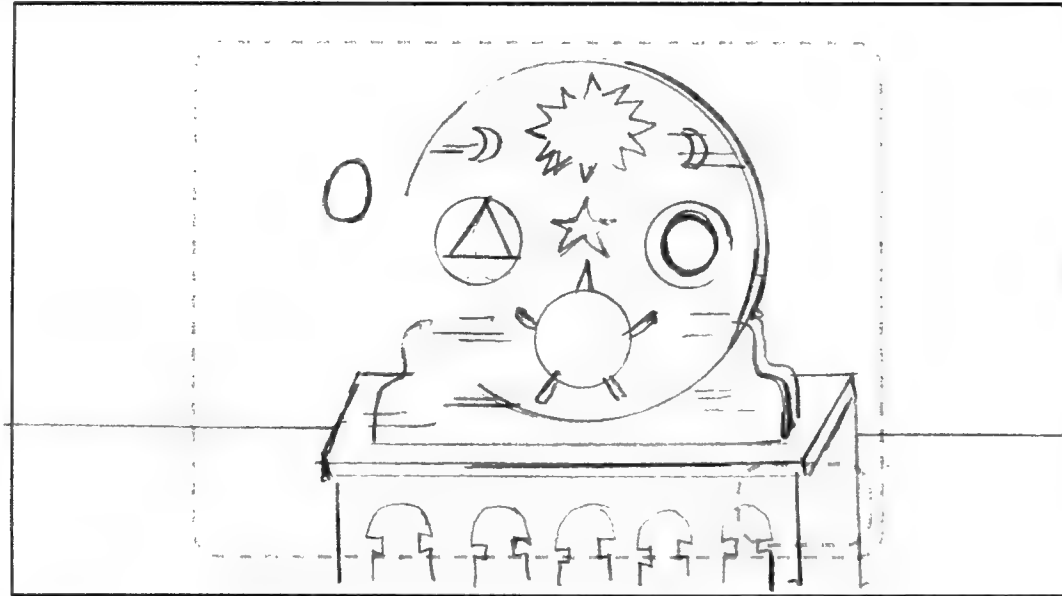
Page 447

Sc. 227

Pnl. E

Bg.

day night

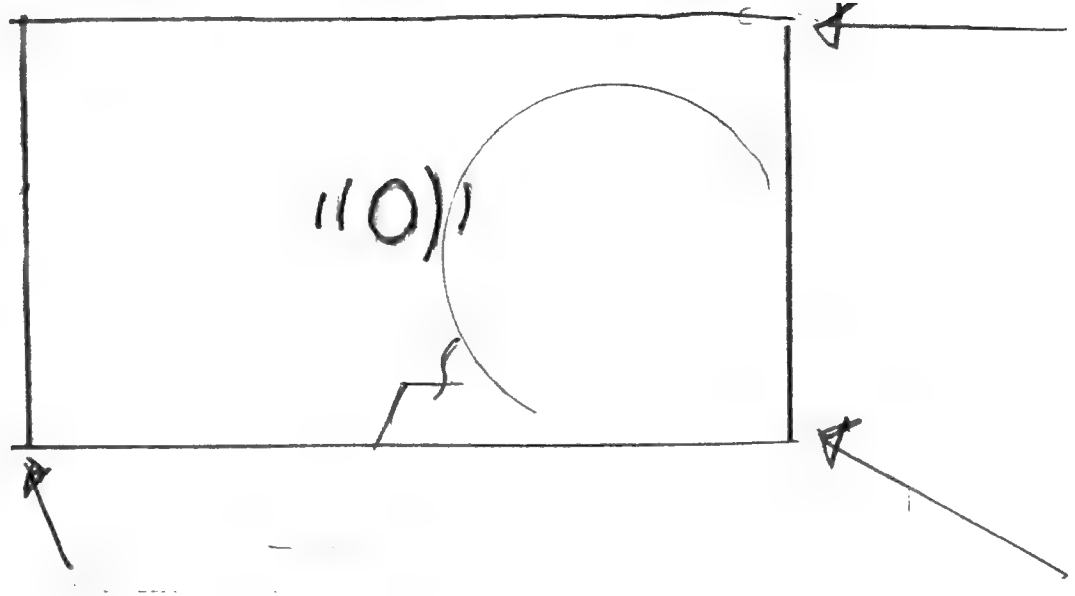


Sc. 227

Pnl. F

Bg.

day night



Dialog:	
Action: -MERGENCE has completely absorbed Lee. -MERGENCE remains in the air where Lee was holding it.	Truck in a bit on the MERGENCE
Timing:	

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EPISODE # 1034-232

Production :

ADVENTURE TIME



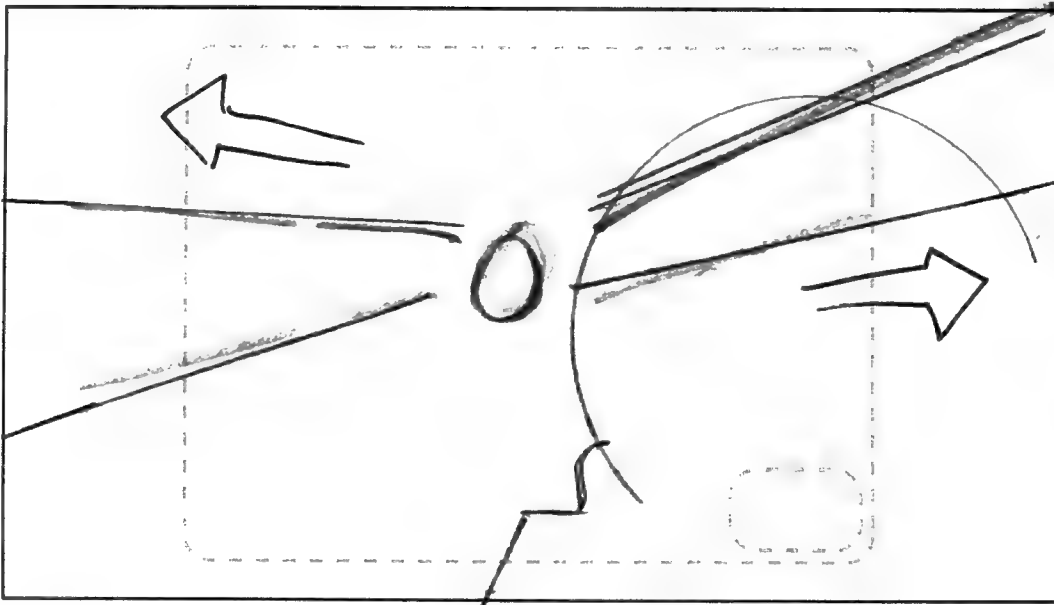
Page 448

Sc. 227

Pnl. G

Bg.

day night

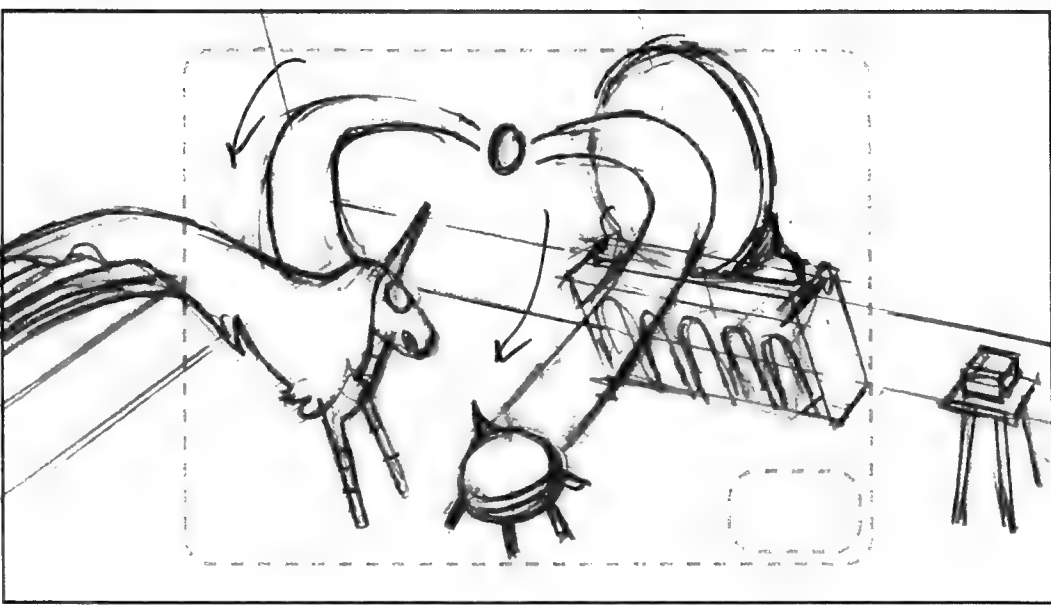


Sc. 228

Pnl. A

Bg.

day night



Dialog:

SFX: * SHOOOM! *

TV+LR: AAH!!

Action:

Rays of power shoot out from the MERGENCE.

The rays of power from MERGENCE, shoot to LR and TV.

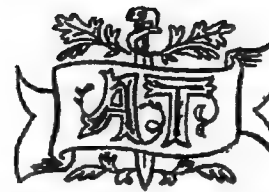
Timing:

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Production :

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ADVENTURE TIME



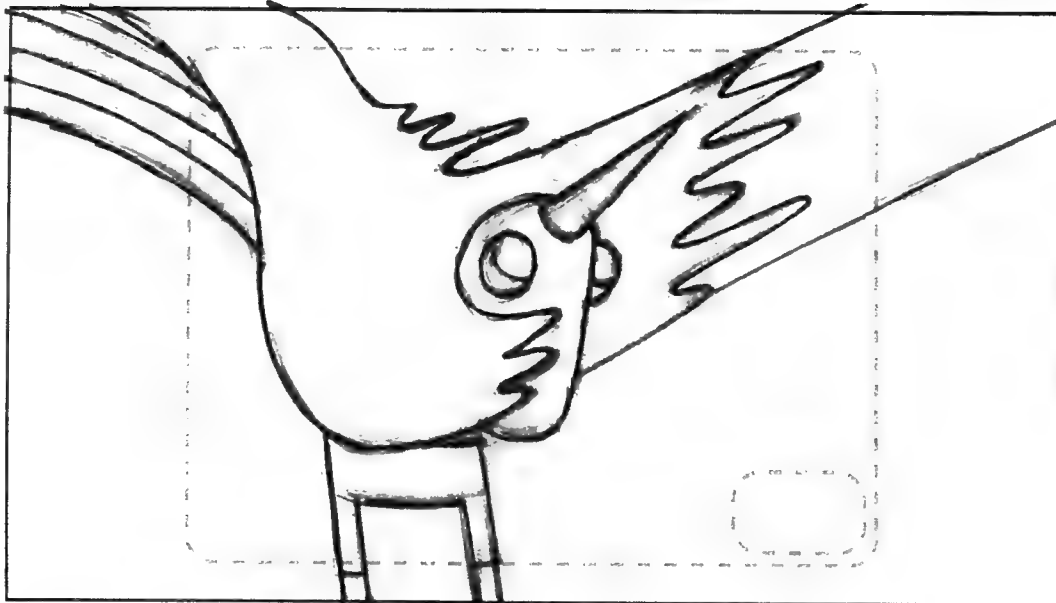
Page 449

Sc. 229

Pnl. A

Bg.

day night

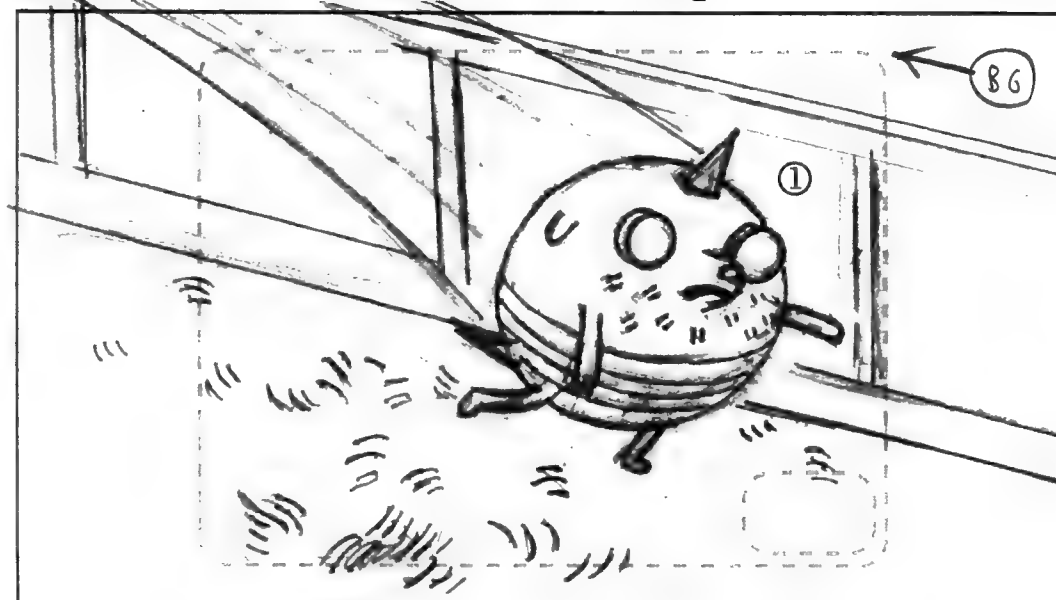


Sc. 230

Pnl. A

Bg.

day night



Dialog:

LR: TV! RUN!

TV: Um, okay.

Action:

-MERGENCE'S power pulls at LR.

- TV tries running from MERGENCE. HE IS being pulled back by MERGENCE'S POWER.

Timing:

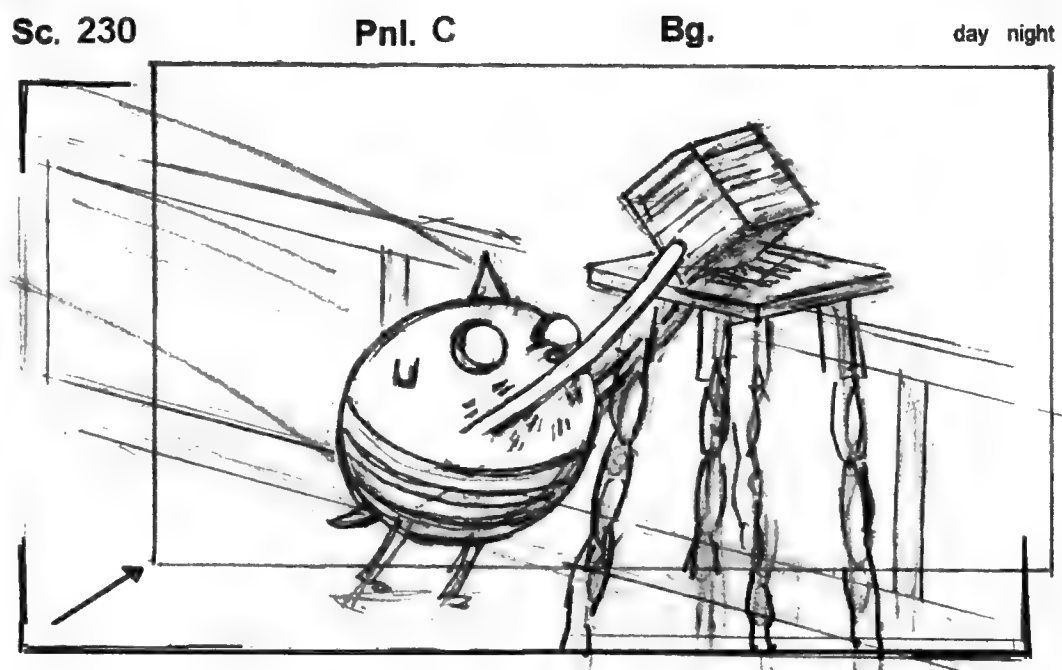
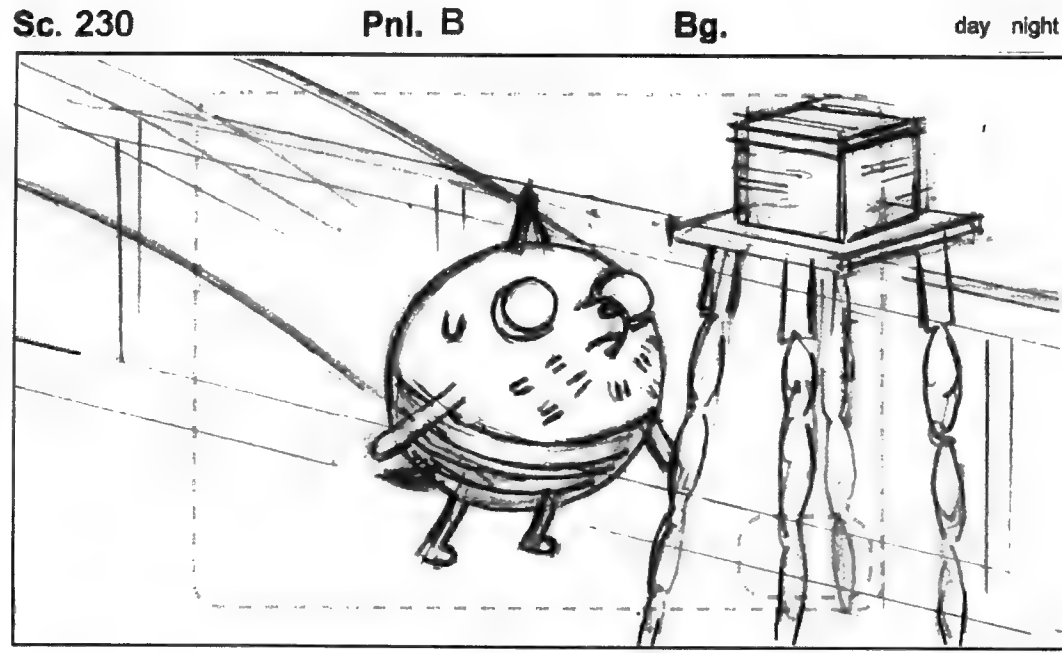


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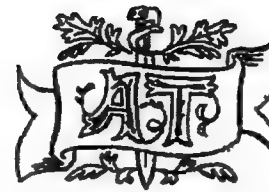
ADVENTURE TIME



Dialog:	
Action:	TV finds himself at the table with the box on it.
	TV grabs the box. Truck in a bit, following TV's action.
Timing:	

EPISODE # 1034-232
Production :

ADVENTURE TIME



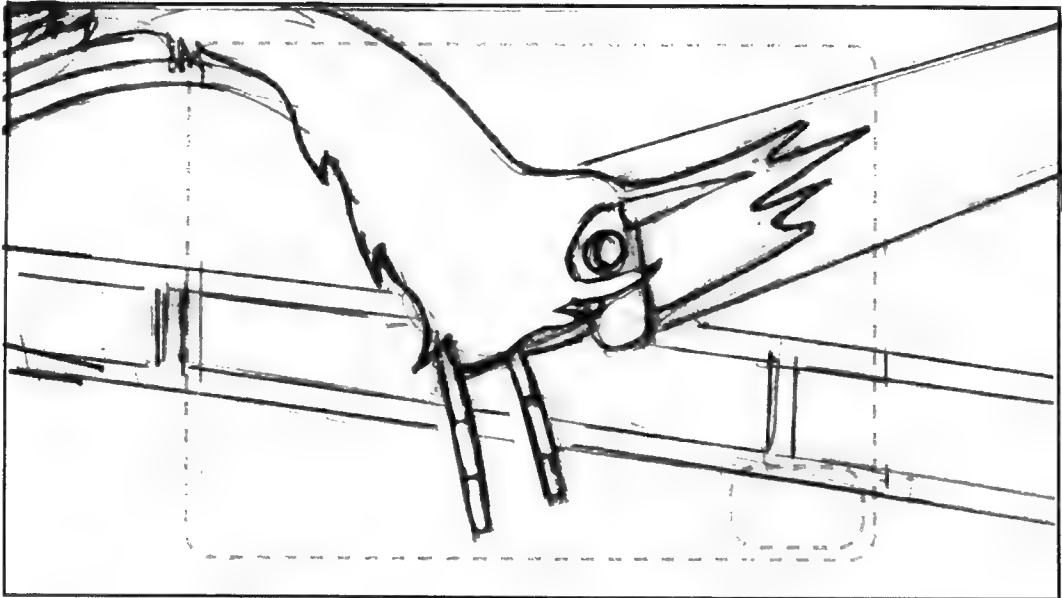
Page 451

Sc. 231

Pnl. A

Bg.

day night

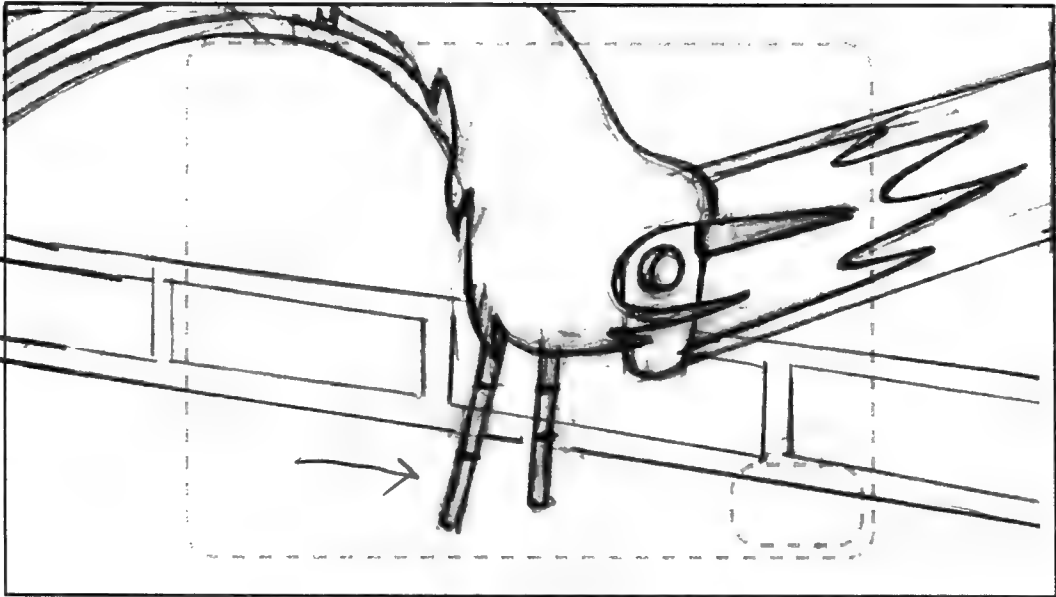


Sc. 231

Pnl. B

Bg.

day night



Dialog:

LEE: (YELLING) GET YOUR PAWS
OFF ME!

Action:

- MERGENCE'S power is still pulling at LR.

- LR IS DRAGGED FORWARD.

Timing:

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ADVENTURE TIME

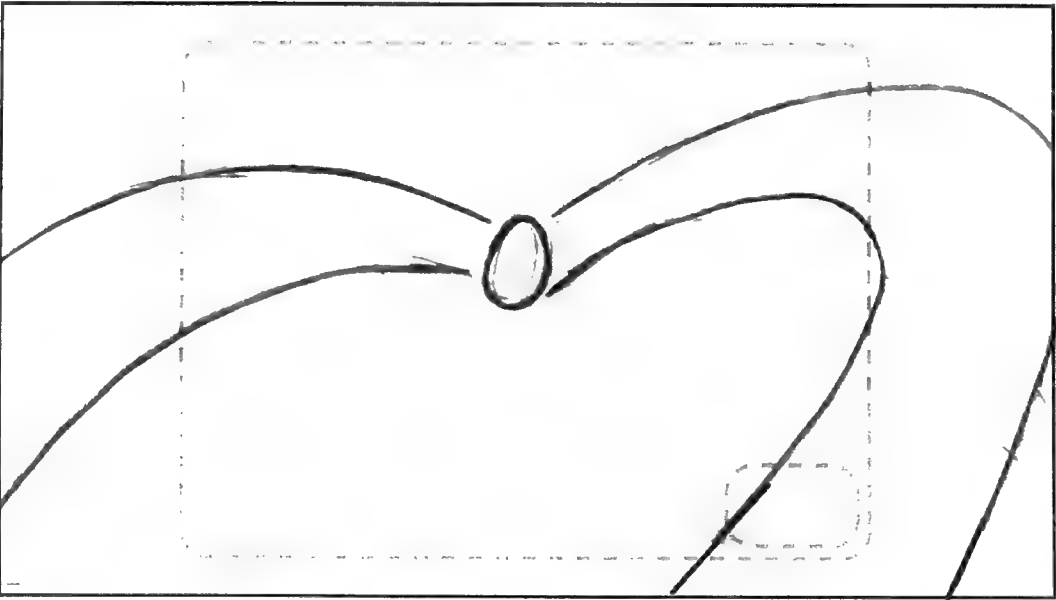


Sc. 232

Pnl. A

Bg.

day night

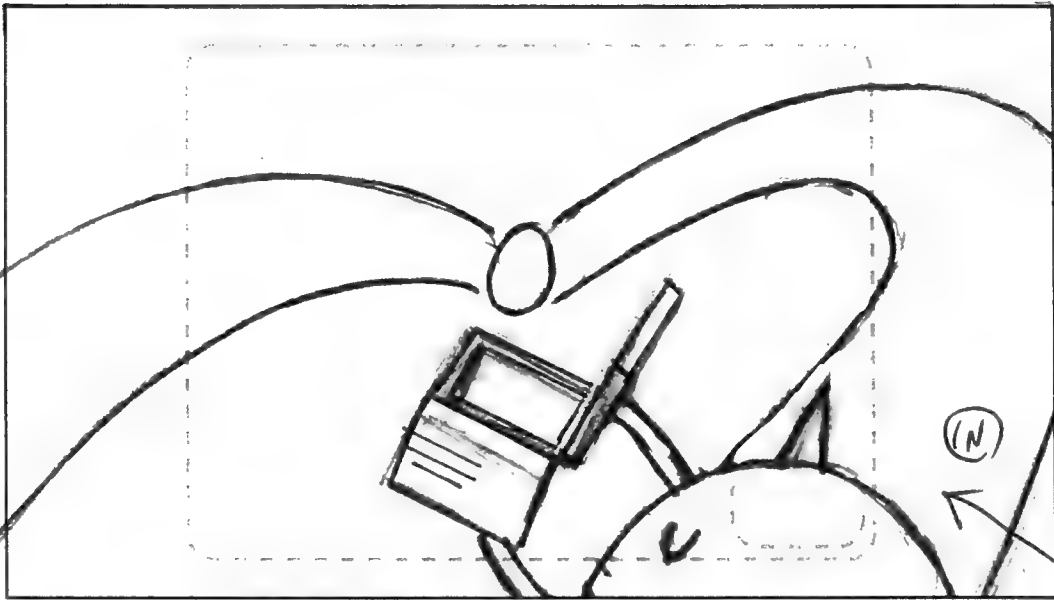


Sc. 232

Pnl. B

Bg.

day night



Dialog:

Action: *MERGENCE* still floating in mid-air,
shooting out rays of power.

Enter TV, with the box!

Timing:

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ADVENTURE TIME

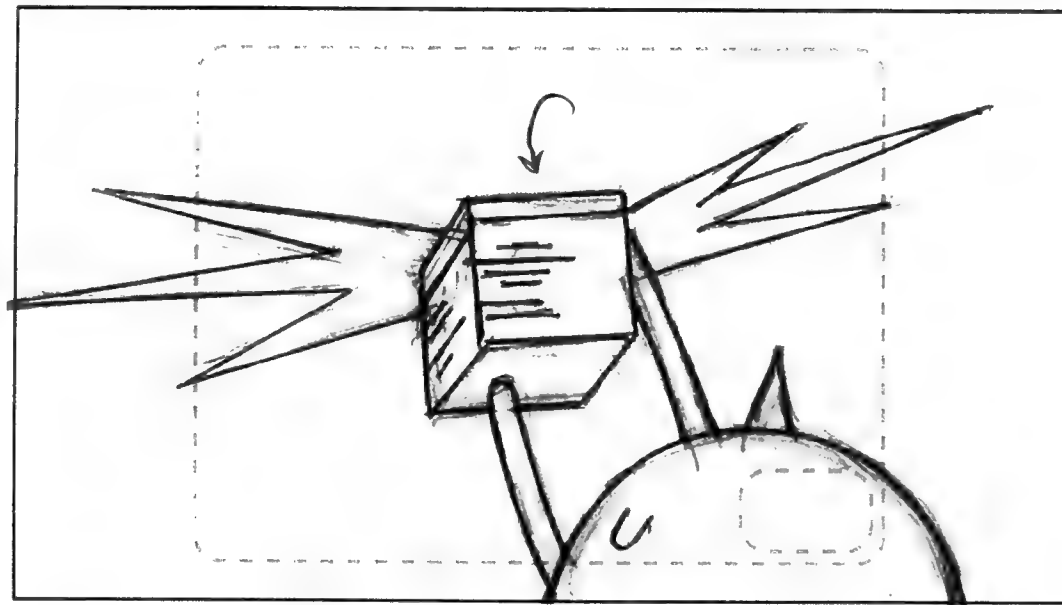


Sc. 232

Pnl. C

Bg.

day night

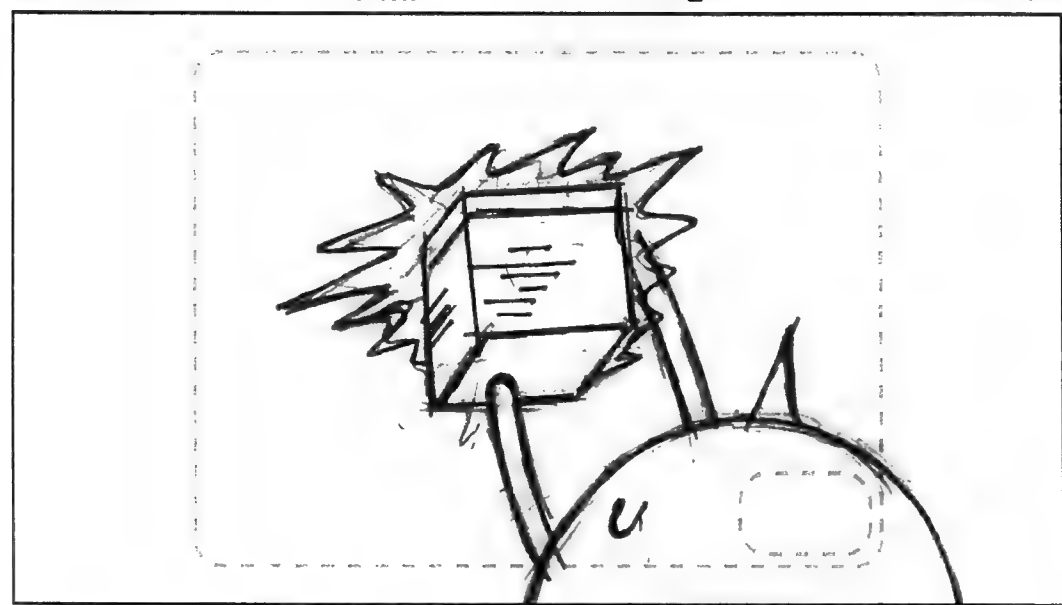


Sc. 232

Pnl. D

Bg.

day night



Dialog:	
TV: < WEAK STRAIN >	
Action:	- TV FORCES BOX AROUND _____ - GLOW DIES OUT,
Timing:	

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ADVENTURE TIME

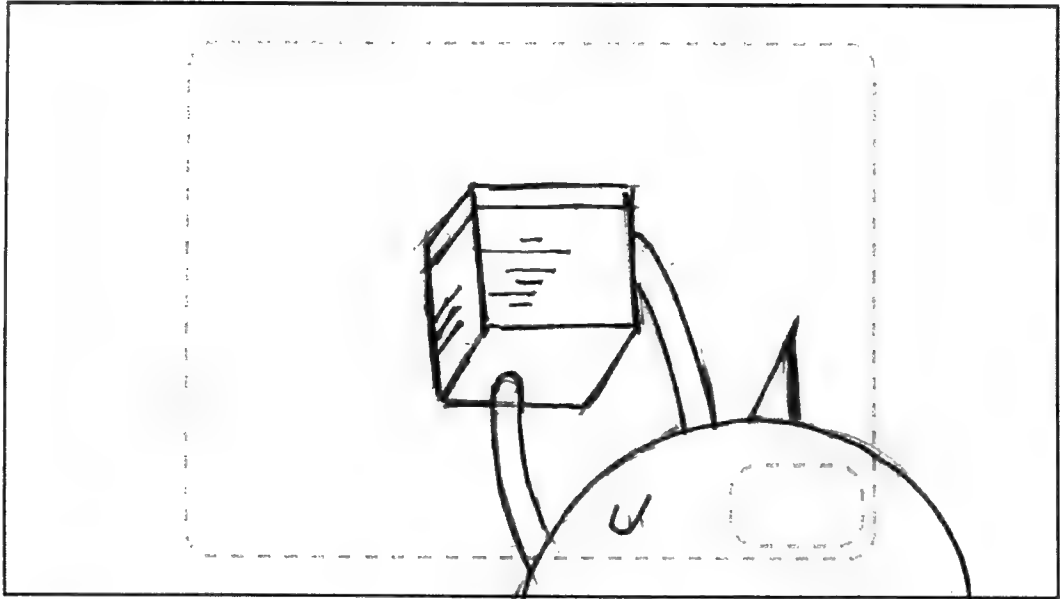


Sc. 232

Pnl. E

Bg.

day night

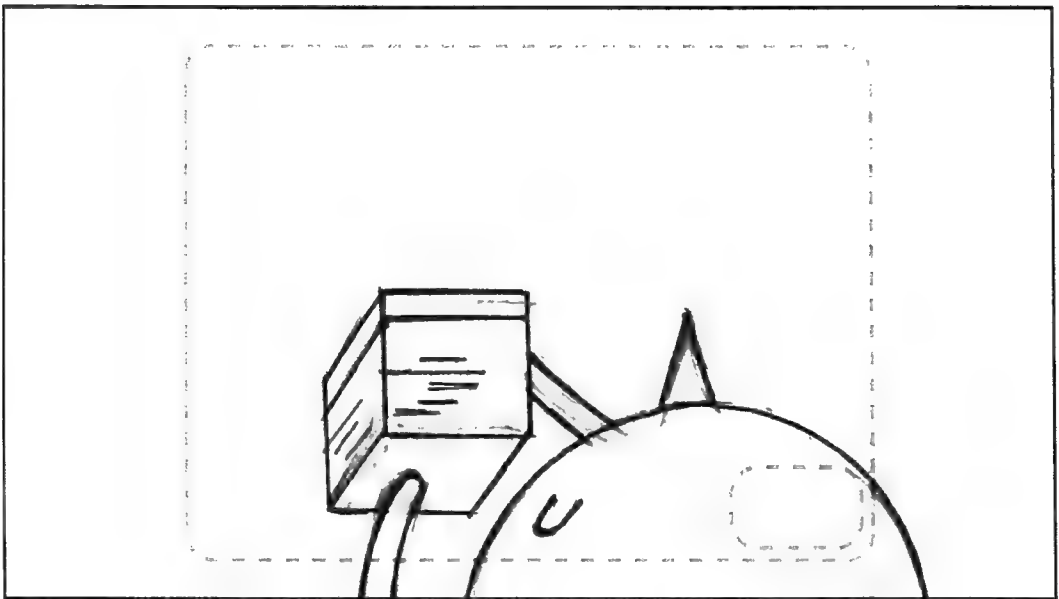


Sc. 232

Pnl. F

Bg.

day night



Dialog:

SFX: Clop! [the box closing]

Action:

TV closes the box on the egg.
The wood of the box, blocks the power
of the egg.

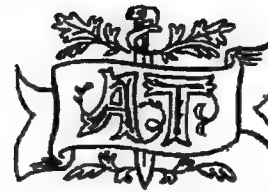
Settle TV with the box.

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME



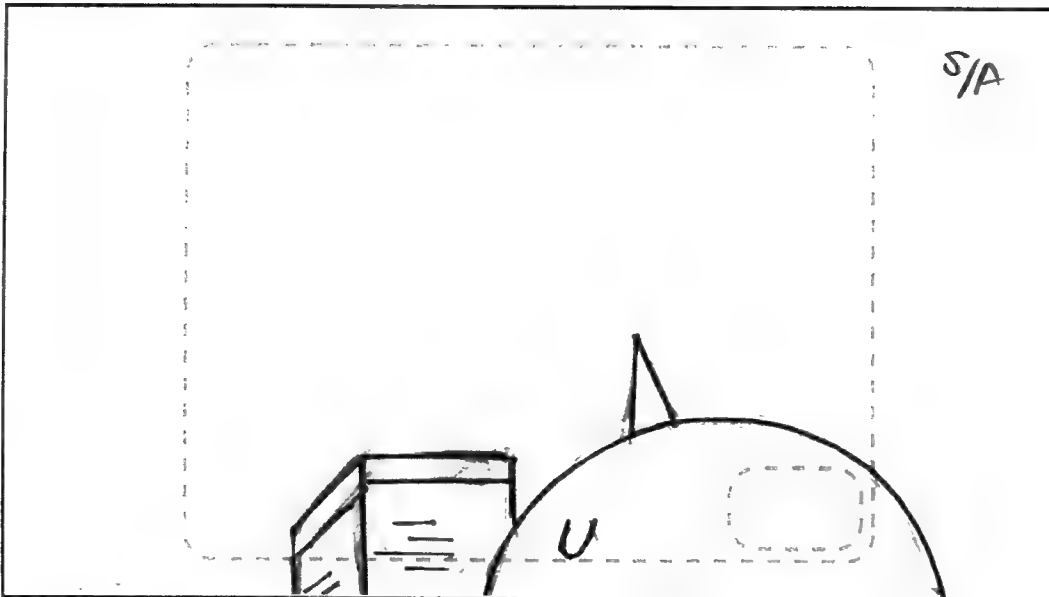
Page 455

Sc. 232

Pnl. G

Bg.

day night

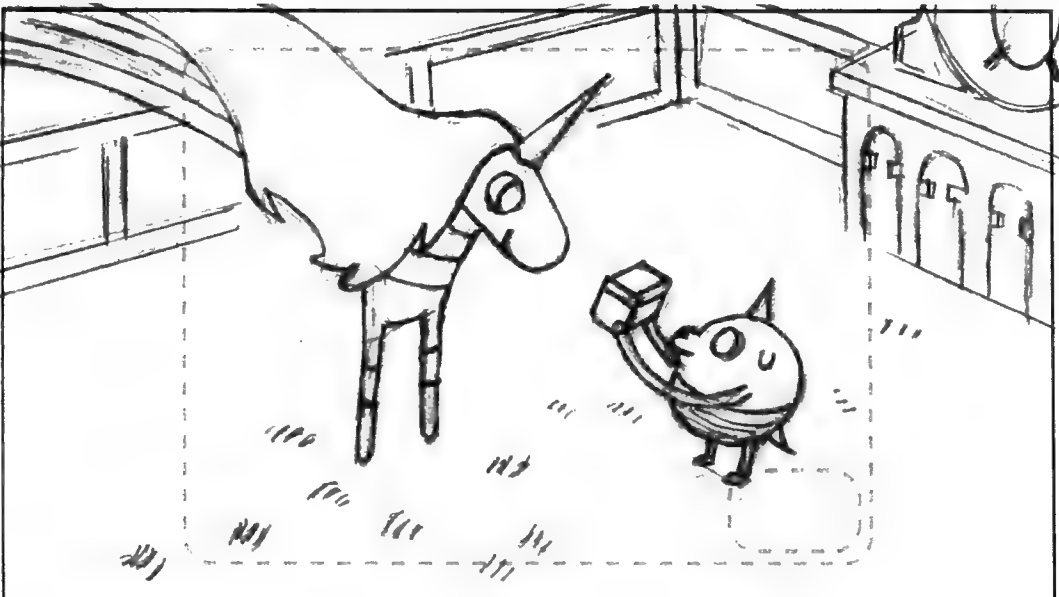


Sc. 233

Pnl. A

Bg.

day night



Dialog:

TV: It's a good thing I didn't
sell this box!

Action:

Settle TV with box.

Wider on LR and TV and the box.

Timing:

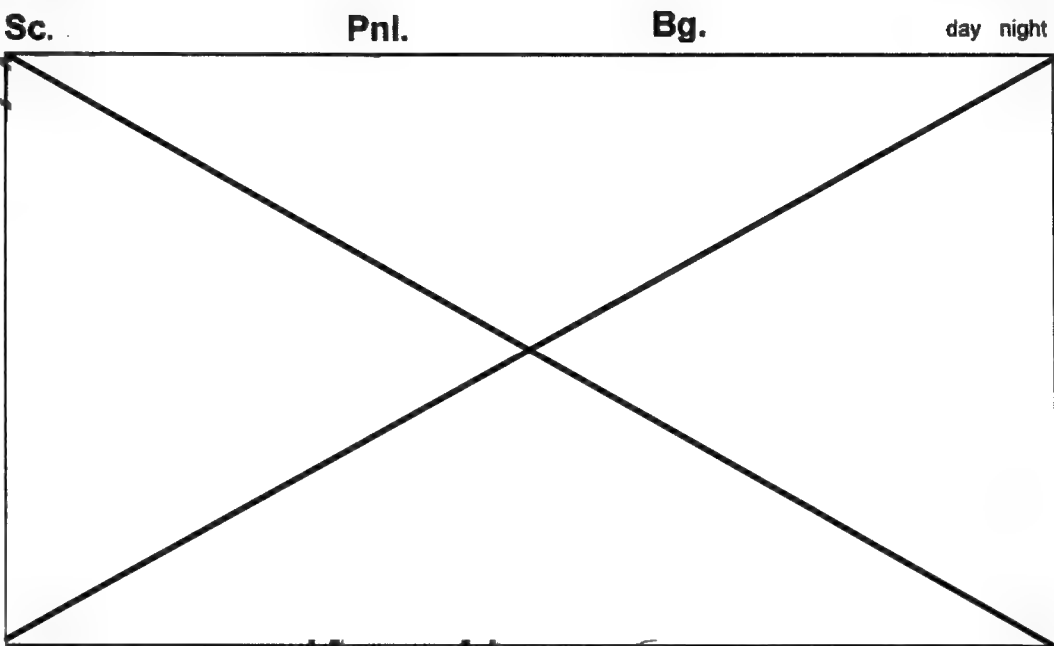
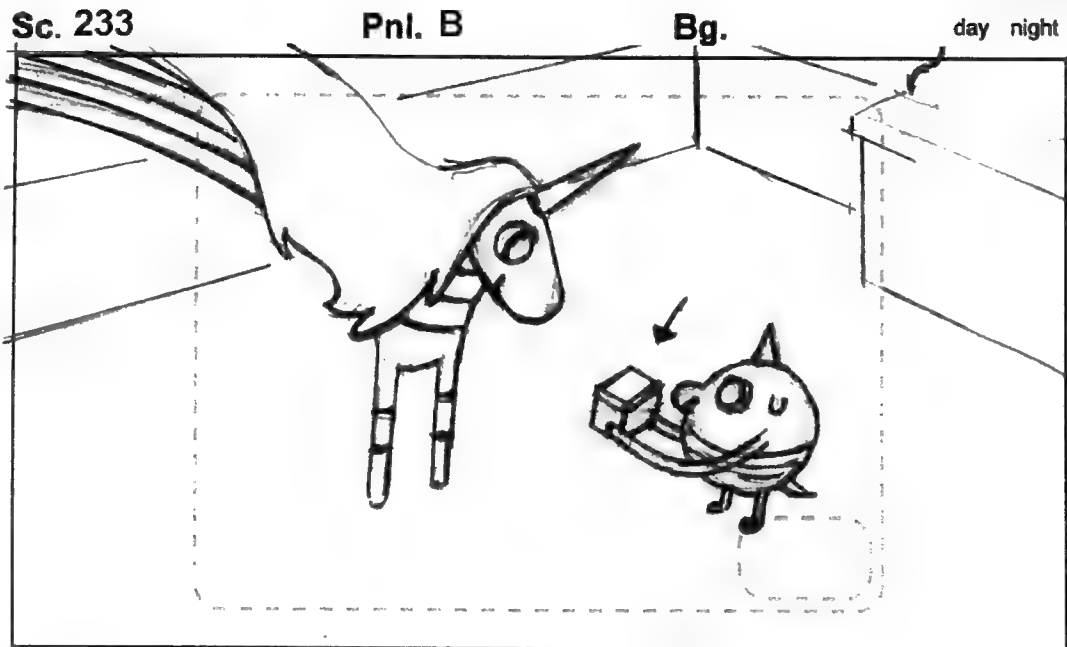
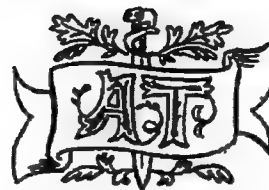
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EPISODE # 1034-232

Production :

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ADVENTURE TIME

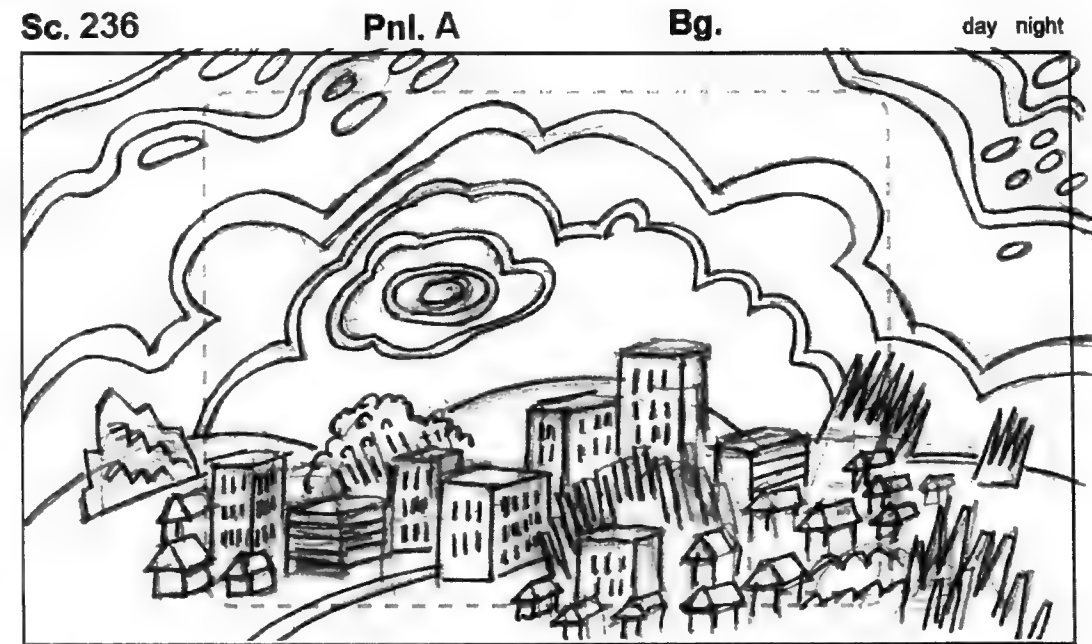
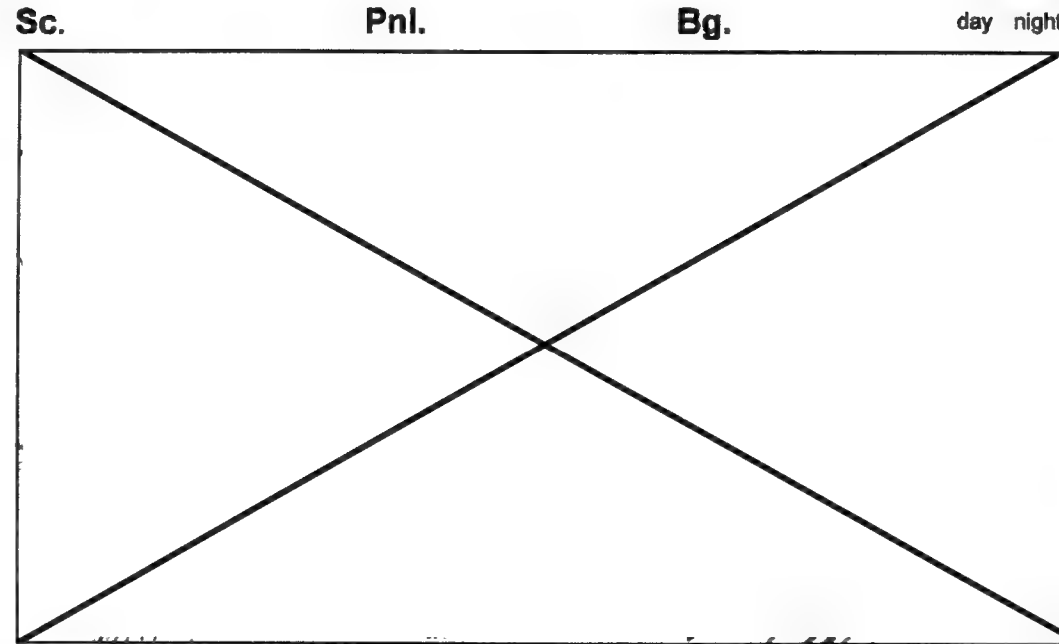
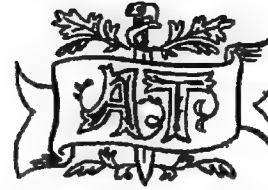


Dialog:

Action:

Timing:

ADVENTURE TIME



Dialog:

Action:

On a downtown area in the Crystal Dimension.

Timing:

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Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					237	A			

Dialog:	
Action:	On a street scene, showing dogs and crystal people. (CRYSTALS HAVE POWER)
Timing:	

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Production :

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ADVENTURE TIME

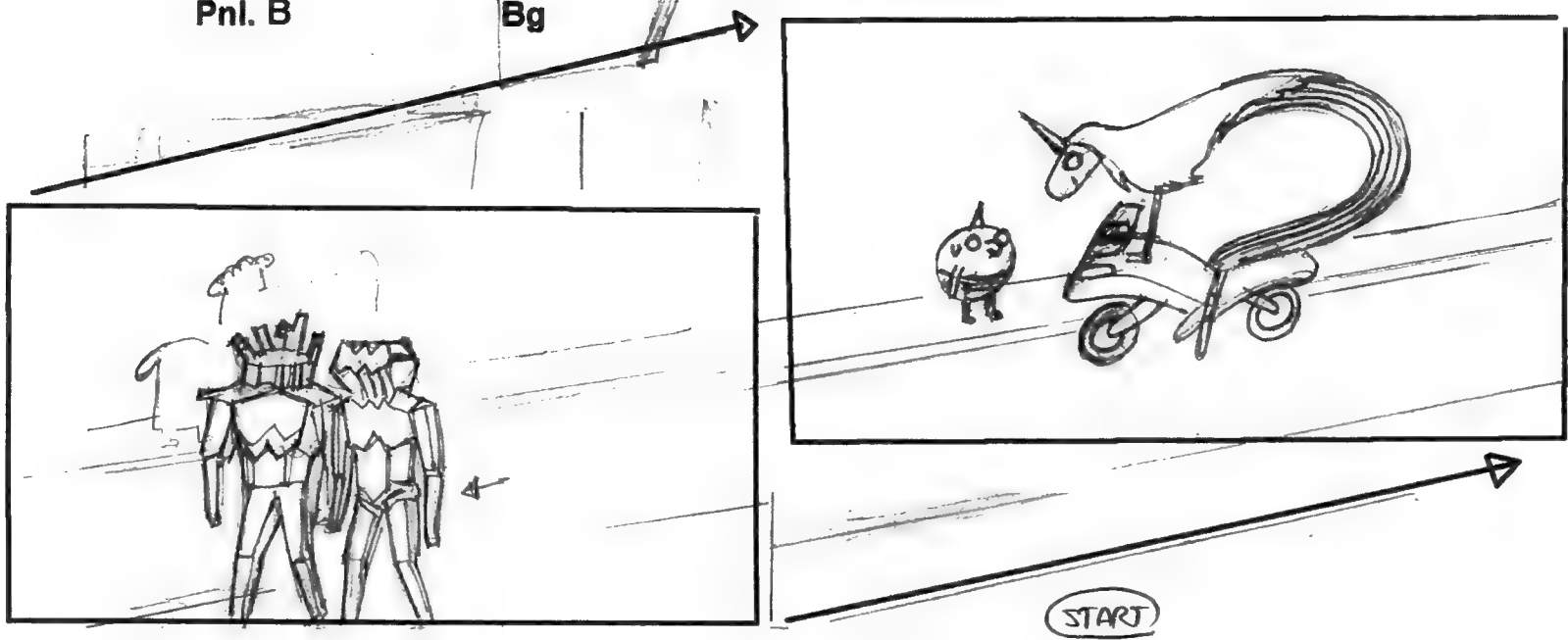


Sc. 237

Pnl. B

Bg

day night

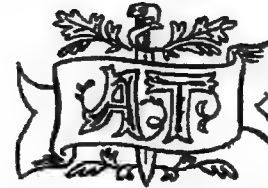


Dialog:
Action: Pan over to TV and LR.
Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

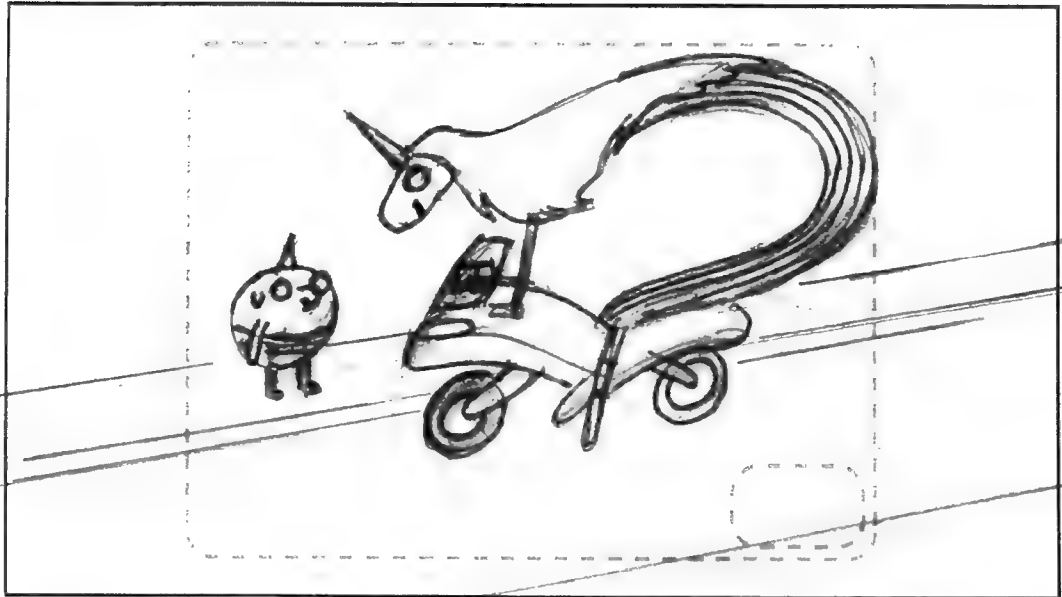


Sc. 237

Pnl. C

Bg.

day night

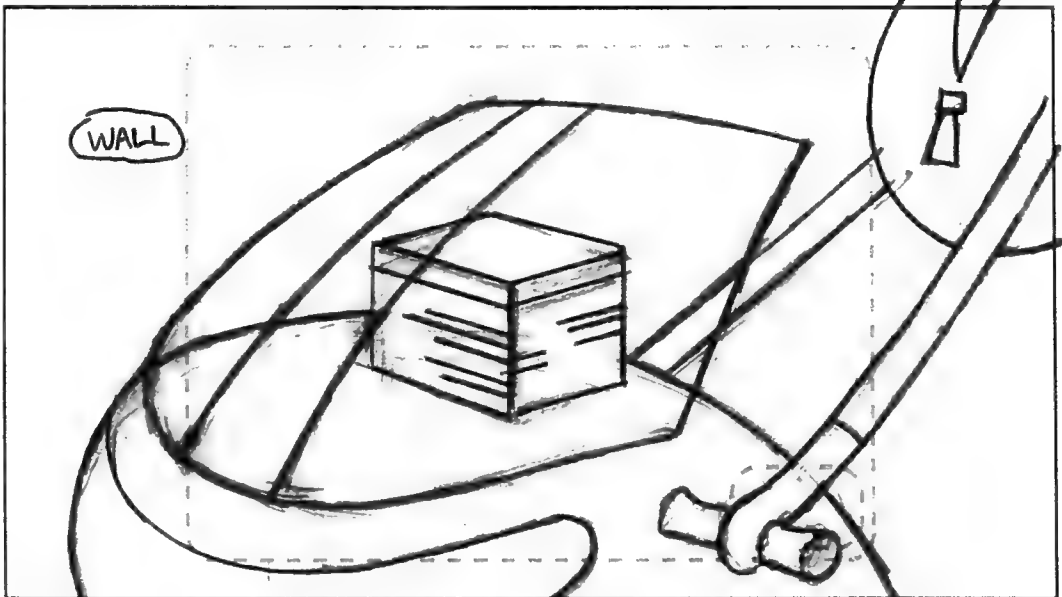


Sc. 238

Pnl. A

Bg.

day night



Dialog:

LR: C'MON TV, I HAVE TO GET --

LR: -- this THING CUTTA HERE AND
back to Ooo.

Action:

LR: C'mon, TV. I have to get --

- CU of Box

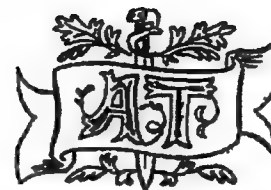
Timing:

EPISODE # 1034-232

Production :

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ADVENTURE TIME



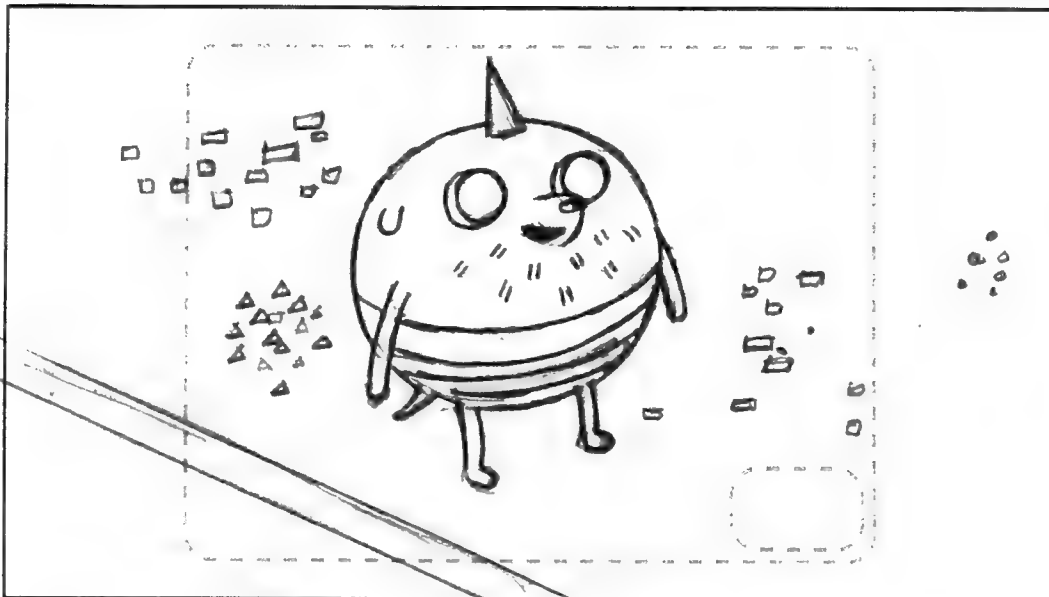
Page 461

Sc. 239

Pnl. A

Bg.

day night

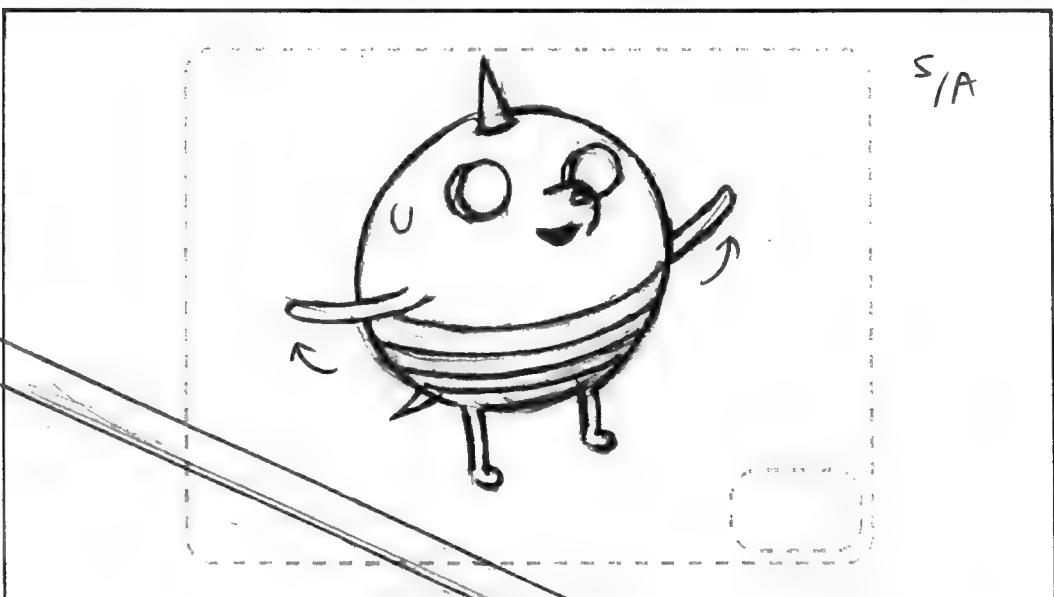


Sc. 239

Pnl. B

Bg.

day night



Dialog:

TV/ Yeah- no. I think I'll stay here in the Crystal Dimension for a while.

TV:

I want to learn to be cool like you. More independent and everything.

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. 239	Pnl. C	Bg.	day night	Sc.	Pnl.	Bg.	day night

Dialog:	
Action:	On LR looking proudly at TV.
Timing:	

EPISODE # 1034-232
Production :

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ADVENTURE TIME



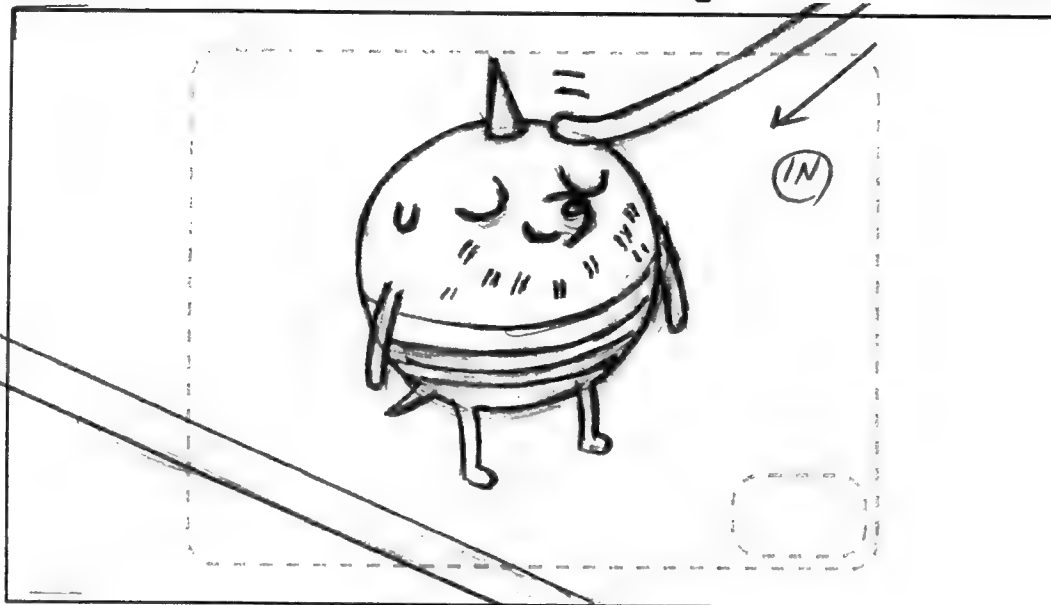
Page 463

Sc. 241

Pnl. D

Bg.

day night

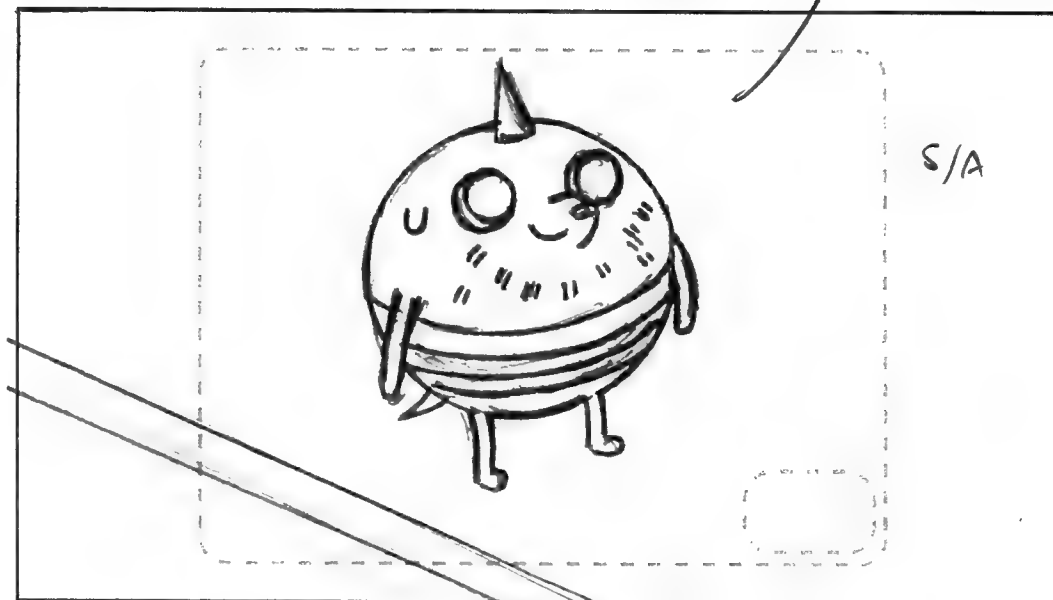


Sc. 241

Pnl. E

Bg.

day night



Dialog:

(o/s)
LR: Okay, sweetie.

LR: (o/s)

IF THAT'S WHAT
YOU WANT...

Action:

Timing:

EPISODE # 1034-232

Production :

ADVENTURE TIME

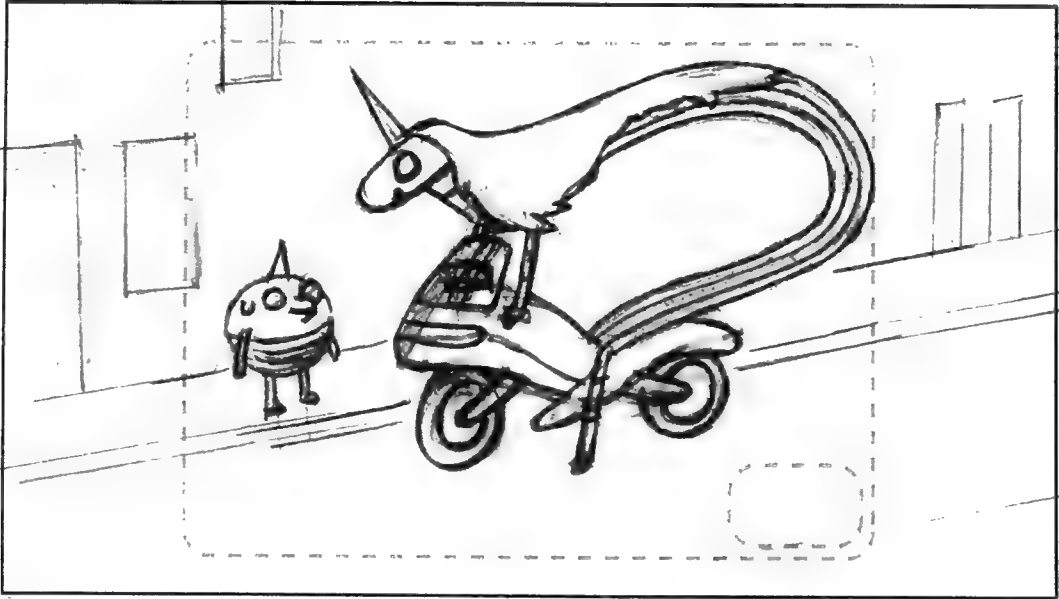


Sc. 242

Pnl. A

Bg.

day night

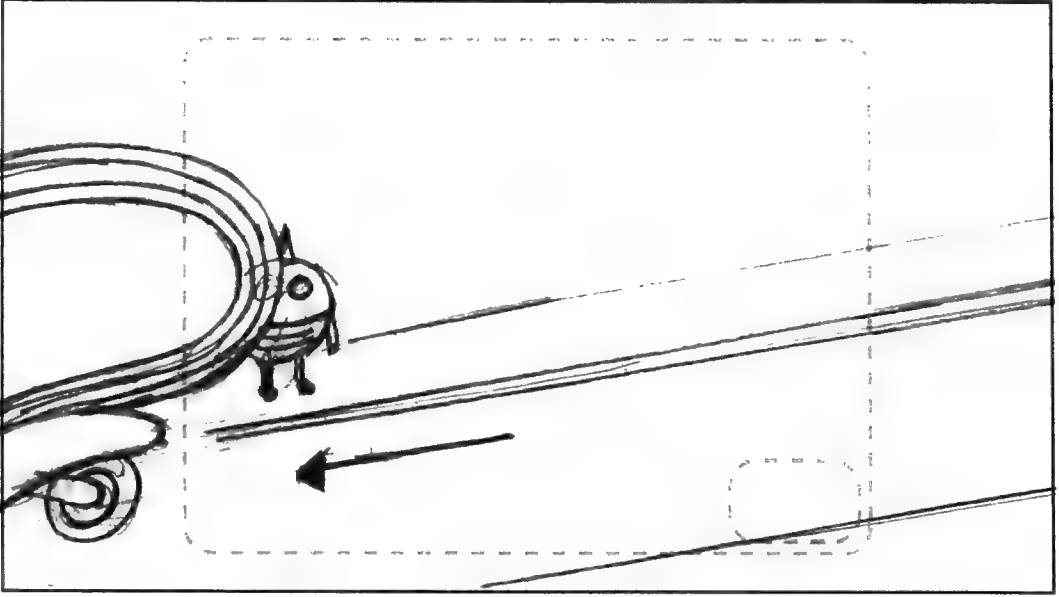


Sc. 242

Pnl. B

Bg.

day night



Dialog:

LR: Later , BABY...

SFX: Zzzzz! [motorbike]

Action:

-LR ZOOMS OFF/S.

Timing:

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ADVENTURE TIME



Next Pg476

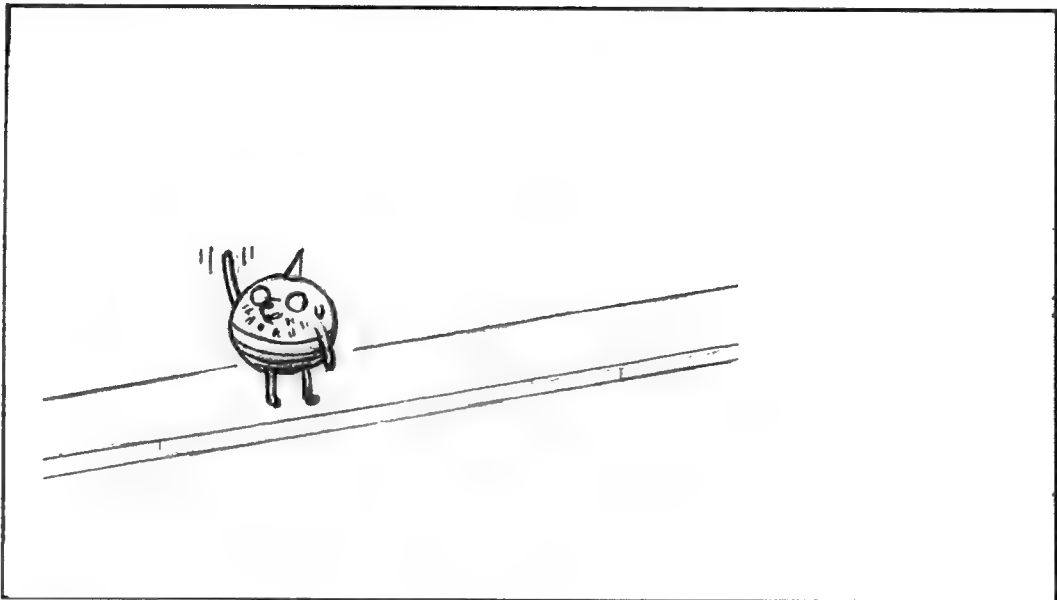
Page 465

Sc. 242

Pnl. C

Bg.

day night

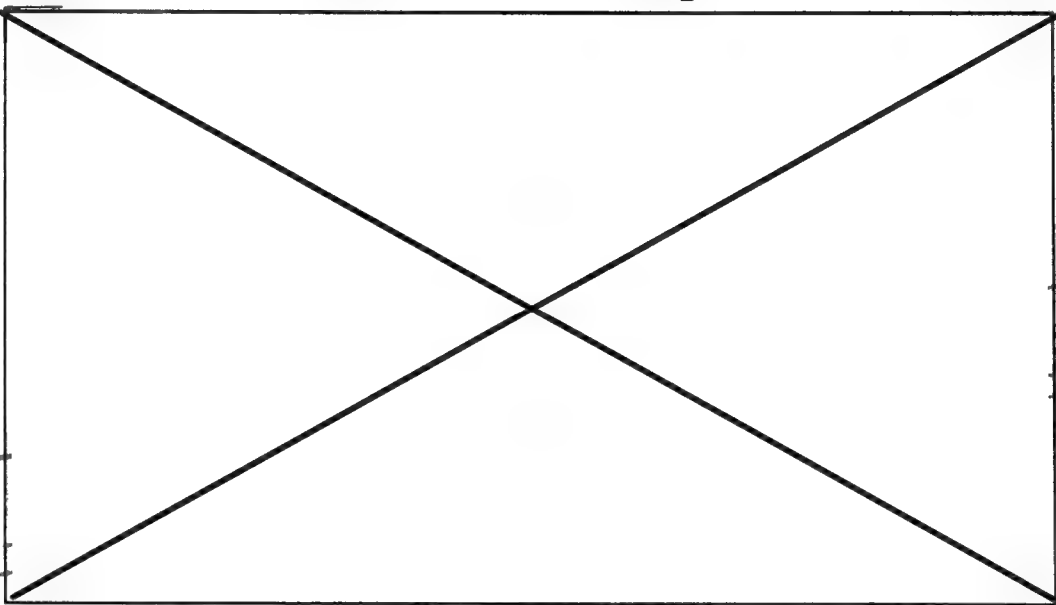


Sc.

Pnl.

Bg.

day night



Dialog:

TV: Love you Mom . . .

Action:

Timing:

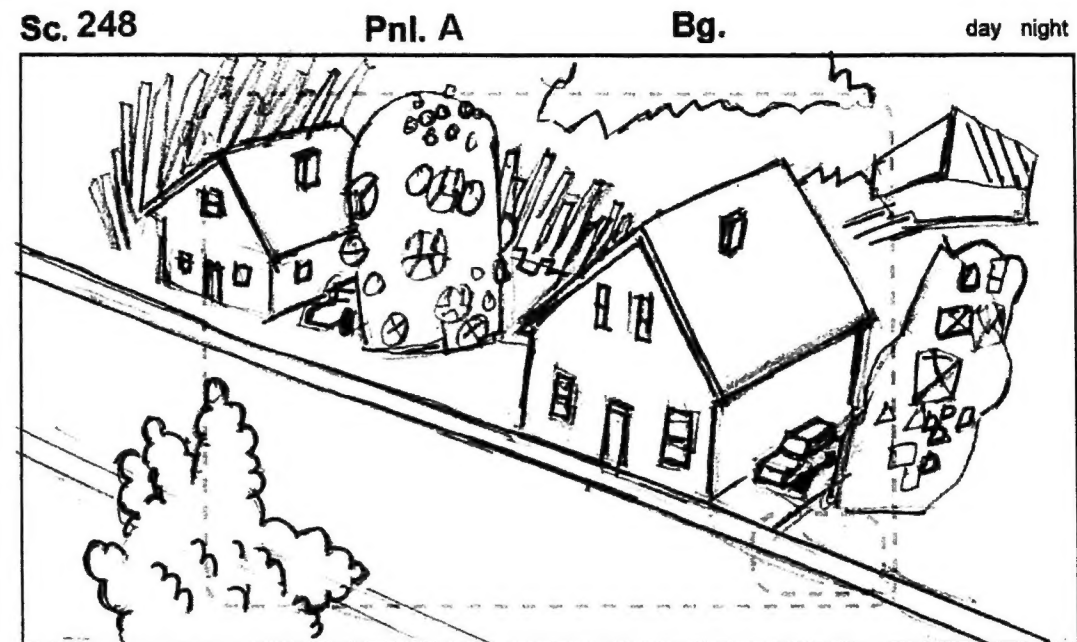
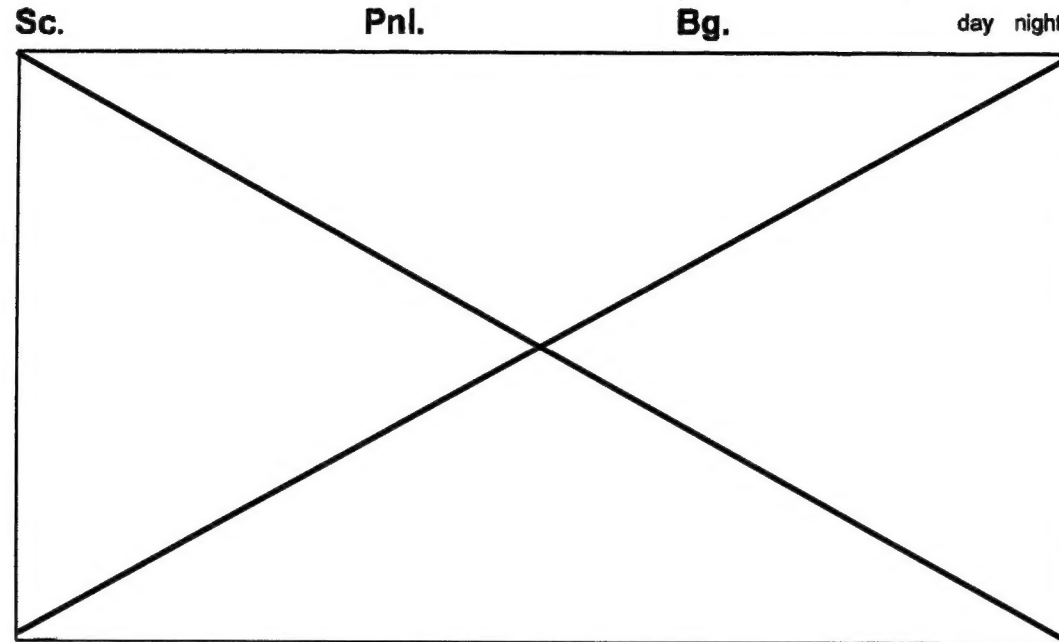
EPISODE # 1034-232

Production :

ADVENTURE TIME



Page 476



Dialog:	IV: AHH... (O.S.)
Action:	On the Mom and Dad house.
Timing:	

EPISODE # 1034-232

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. 249 Pnl. A Bg. day night

Dialog:

TV: BEING INDEPENDENT--

Action:

Timing:

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Production :

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ADVENTURE TIME



Sc. 249

Pnl. B

Bg.

day night

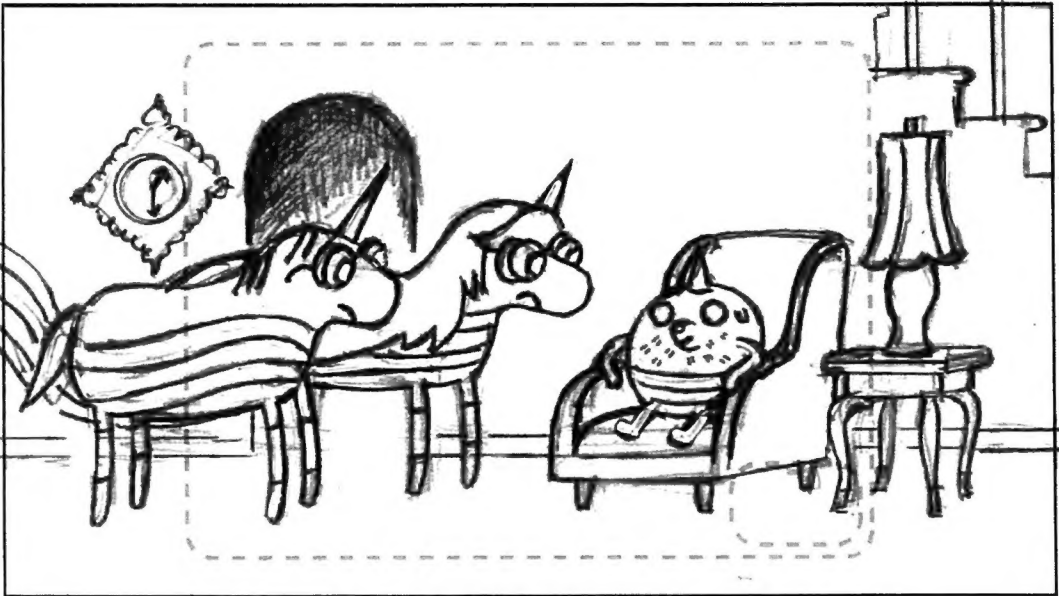


Sc. 250

Pnl. A

Bg.

day night



Dialog:	<u>TV</u> : IS AWESOME ...	
Action:	Close on TV.	— Wider to show TV with Mom and Dad.
Timing:		

EPISODE # 1034-232
Production :

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ADVENTURE TIME



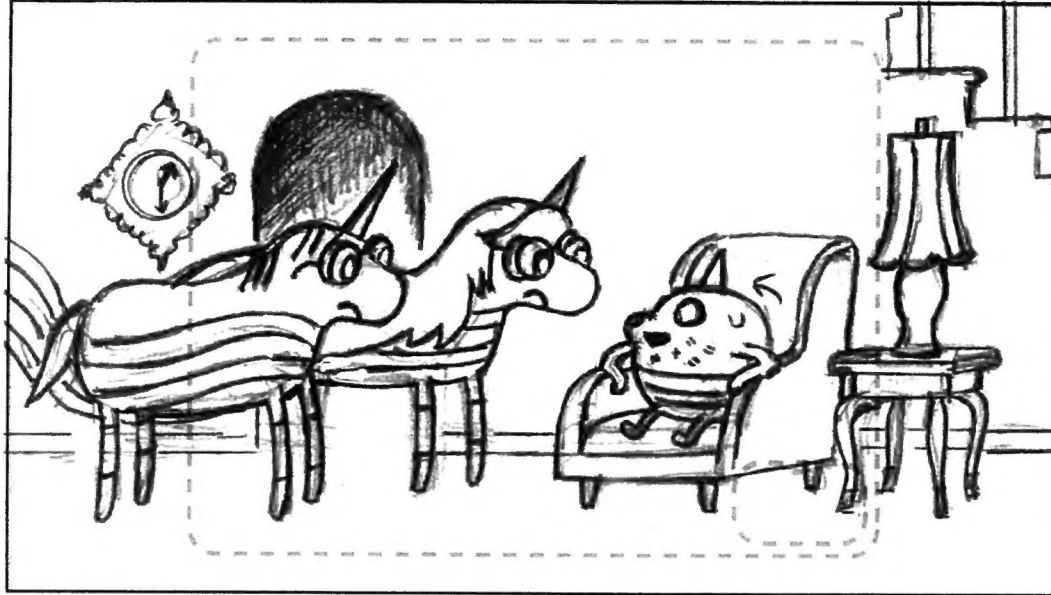
Page 478

Sc. 250

Pnl. B

Bg.

day night

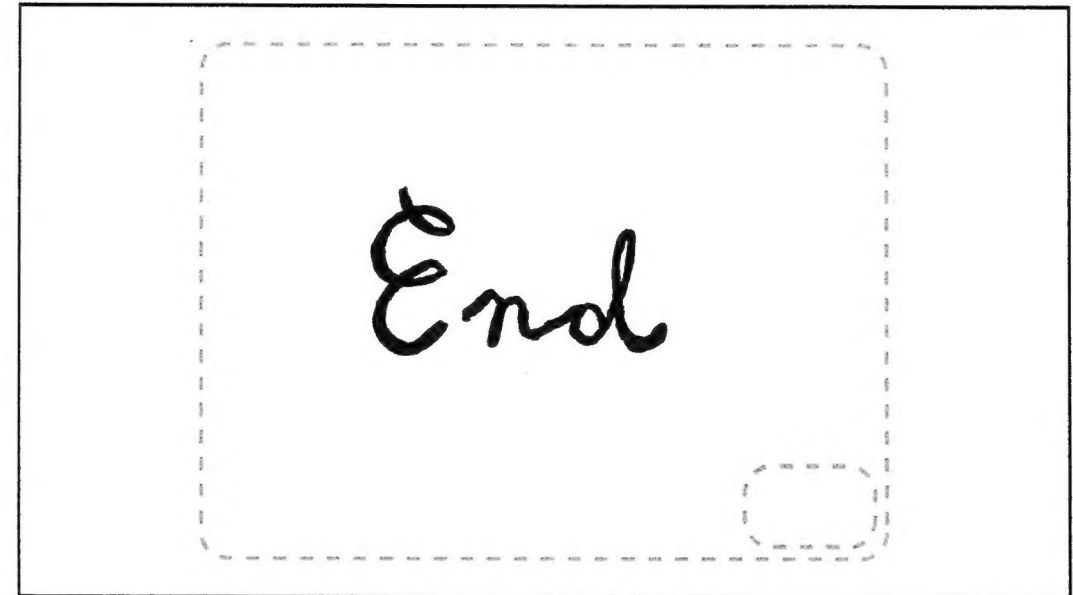


Sc.

Pnl.

Bg.

day night



Dialog:

TV: Do you guys have any food?

Action:

-TV TURNS TOWARDS BOB + ETHEL.

Timing:

EPISODE # 1034-232

Production :